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r Interpretate (/* Structure to start every RPC request and response - for dabug purposes */ struct RE_TPC_objil unsigned long 'tpc_type;
Struct Answer (quum;) Struct Answer (quum;) Struct (protect) Struct (protect) Struct (protect)	***************************************
Struct Question (gram; int gryps; int maxlan; int maxlan; int maxlan; int maxbotces; string headertxt<>; string headertxt<>; string headertxt<>; choices *choices;	Constant Definitions // // // // // // // // // // // // /
/* Question types */ /* Question types */ const QTPE_BAD1 = 1; const QTPE_BAD1 = 2; const QTPE_BAD1 = 4; const QTPE_BAD1 = 4; const QTPE_BAD1 = 16; const QTPE_TEAD = 16; const QTPE_TEAD = 16; const QTPE_TEAD = 16;	
const MAX_HOUGE_TEXT=80; struct Choices (isset; bool isset; arring create(); choices (next(c)); thoices (next(c));	ata
<pre>case RSTRPC_tlo_type:</pre>	§ . § . compile-Time Options: This acutally gets run through RFCMEW not compiled. It must be run through with the -h files to create a **The compile of the compiled o
### ##################################	between the Restore Englise server (which resides on the EUMs server) and the backup (lant callers of its functions. This define the REC level calls that a caller can make and the 'service will respond to. * caller can make and the 'service will respond to. * Trimary Data Acted On: This defines the data that will flow over the wire. * The REC mechanism will take eare of data marshalling
RE_PC_ObjID RECObJID; struct RE_status_result (* restore_engine.x : i
RETREC_time_ty time; /* creation time */ TRO Object ID (is, ppc #) */ long len; /* Length of structure, version num? */ struct RE_null_aris(
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U_long objectabons; /* handle for numit object '/ ### STRUCTURES for input of Start RPC /* structures for input and output of get_restore_feedback RPC #### struct RR_met_restore_feedback_args (### struct RR_met_restore_feedback_args (#			(2)	
", structures for input of start RPC ", structures for input of start RPC ", structures for input and output of get_restore_feedback_args (long	ectID;	RE_errno_ty status; int submitObjectID;	
", structures for input of Start RRC ", structures for input of Start RRC ", structures for input and output of get_restore_feedback_args (list *topLevelObjs;	ut (res	
### Ling ObjectsDone; // structures for input of Start RRC // structures for input of Start RRC // struct RE_start_RNG RPCObjin,	RE_rpc_objID RPCobjID;		};	
### Linding ObjectsDone; // structures for input of Start RPC // structures for input of Start RPC // structures for input and output of get_restore_feedback_args (struct RE get top level objects result (RE_rpc_objID bool	
/* structures for input of Start RRC // structures for input of Start RRC // structures for input and output of get_restort. // structures. // struct RE_Motification {	EuoT		struct RE get submit results args	
", structures for input of Start RRC ", structures for input of Start RRC ", struct RE_Start_RNG (RPCobyID) RE_PPC_SDID submitObjectID) }; struct RE_Notification (set_restore_feedback_args (RPCobyID) RE_PPC_SDID RPCobyID) ### Struct RE_Notification (set_restore_feedback_args (RPCobyID) ### Struct RE_Notification (set_restore_feedback_args (RPCobyID) ### Struct RE_Notification (set_restore_feedback_args (RPCobyID) ### RE_PPC_SDID RPCobyID) ### RE_PPC_SDID RPCobyID) ### RE_PPC_SDID RPCobyID) ### Structure for output of set_question RPC ", structure for output of set_question RPC ", structure for input of set_lest_args (RE_PPC_SDID) ### RE_PPC_SDID RPCobyID) ### RE_PPC_SDID RPCObyID) ### RE_PPC_SDID RPCOBYID ** struct RE_RE_LSC_LSC_LSC_LSC_LSC_LSC_LSC_LSC_LSC_LSC	''			
", structures for input of Start RRC ", structures for input of Start RRC ", structures for input of Start RRC ", structures for input and output of get_restor inf. ", struct RE_Set_restore_teachack_args (or Ego	mapFile env<>;	string socketClientName<>;	
", structures for input of Start RRC ", structures for input of Start RRC ", structures for input of Start RRC ", structures for input and output of set_restore." ", structures." ", structure. ", stru	struct RE_get_top_level_objects_args (t,		
", structures for input of Start RRC ", structures for input of Start RRC ", structures for input of Start RRC ", struct RE_Start_args (BroblyID, BLTPS.cb)ID albmitObjectID; in RE_DD, blID RFCobjID, attruct RE_Ref.cb, Easter_Leedback_args (BLTPS.cb)ID RFCobjID, attruct RE_Ref.cb, Easter_Leedback_args (BLTPS.cb)ID RFCobjID, attruct RE_Ref.cb, Easter, Eas	*/	ectID;	int submitObjectID,	
", structures for input of Start RRC ", structures for input of Start RRC ", structures for input of Start RRC ", structures for input and output of get_restore_feedback_args (/* structures for input and output of get top lev		int transport	
", structures for input of Start RRC ", structures for input of Start RRC ", structures for input of Start RRC ", struct RE_Start_args (Policy;		
", structures for input of Start RRC ", structures for input of Start RRC ", structures for input of Start RRC ", structures for input and output of set_restore for input of set_restore for input of set_restore for input of set_rest_restore for input of set_restore for input of	AnswerList	0,		
", structures for input of Start RRC ", structures for input of Start RRC ", structures for input of Start RRC ", struct RE_Start_args (RE_rpc_objID RPCobjID;	v,	string hostname<>;	
", structures for input of Start RRC ", structures for input of Start RRC ", structures for input of Start RRC ", struct RE_start.aims (~	
### Linding ObjectsDone; /* structures for input of Start RRC /* struct RE_start_RNG	/* structure for input of set_user_answer RPC	1t RPCs	/* structures for input and output of submit RPCs	/* struct
", structures for input of Start RRC ", structures for input of Start RRC ", structures for input of Start RRC ", struct RE_Start_args (BRCcbjiD, BRCcbjiD, Inf. ") struct RE_Start_args (BRCcbjiD, ARCcbjiD, Inf. ") struct RE_Dec.biD RECobjID (quit_restore; int sourcemodile; int sourcemodile; int maglen); int sourcemodile; int maglen); struct RE_Dec.biD RECobjID, RE_DPC_BiD; RECbjID; RECobjID; RE_ETTOLE INF. ** struct RE_get_restore_feedback_result (RE_GETTOLE); struct RE_Get_Caption noticy;); ** struct RE_Start_args (Austion noticy); ** struct RE_GETTOLE NOTICE N				
### Lind ### Apply ### App	ž); 	
", structures for input of Start RRC ", structures for input of Start RRC ", structures for input of Start RRC ", struct RE_start_args (errno_ty	
", structures for input of start RRC ", structures for input of start RRC ", structures for input and output of get_restort int. ", structures for input and output of get_restort. ", structures for input and output of get_restort. ", struct RE_Metification (gutt_restore.) struct RE_Metification (gutt_restore.) int sourcemodals; int sourcemodals; int sourcemodals. int. struct RE_met_restore_feedback_result (struct RE_get_question_I		Diac	
### Lind ### Actions Lind #### Actions #### Actions Lind #### Actions ###################################	<pre>/* structure for output of get_question RPC */</pre>	ts */	/* structure for GetHostPlatformType results */	/* struct
u_long objectsDone; /*structures for input of Start RRC /*structures for input of Start RRC /*structures for input of Start RRC /*structures for input and output of get_restore for input and input output input in	-);	
### Lange Description /* structures for input of Start RRC */ structures for input of Start RRC struct RE_Start_Artys RCObjID, int. int. RE_SCOBJID submitObjectID; struct RE_Set_restore_teedback_args RCObjID, RE_SCOBJID RECObjID; struct RE_Notification Sourcemodals; int Sourcemodals; int Sourcemodals; int Sourcemodals; int Sourcemodals; int Sourcemodals; int. Sourcemodals;	RE_Notification		string name<>;	
u_long objectsDone; /* structures for input of Start RRC /* structures for input of Start RRC /* struct RE_start_args (RPoobJD) RE_PPO_ObJD (RPoobJD) /* structures for input and output of get_restore; /* struct RE_get_restore_feedback_args (RPoobJD) RE_PPO_ObJD (RPoobJD) /* struct RE_welfication (magtype; int	12		Struct KE_String_args (RE rpc obiID RPCobiID;	
", structures for input of Start RRC ", structures for input of Start RRC ", structures for input of start RRC ", structures for input and output of get_restor inc. ", structures for input and output of get_restor RE_get_restor=caedback_args (RE_rpc_objiD RPCobjiD;	rgument */		/* struct
/* structures for input of Start RRC // structures for input of Start RRC // struct RE_start_RNS (RPONSID)	struct RE_get_restore_feedback_result {);	
u_long objectsDone; /* structures for input of Start RPC /* structures for input of Start RPC /* struct RE_start_args (RPCobjID; RETObjID; RPCobjID; RPC);	*hosts; /* link to first hostname */	RSTRPC_name_list	
, u_long objectsDone; /* structures for input of Start RRC /* structures for input of Start RRC /* struct RE_start_RNG RPCobjID,	ification			
u_long objectsDone; /* structures for input of Start RRC // structures for input of Start RRC // struct RE_start_args (RFOobjin) RE-pso-bin RFOobjin RFOobjin RFOobjin RFOobjin RFOODJIN RFO	ing	s; /* redundant but useful ? */	short numEntries;	
", structures for input of Start RPC ", structures for input of Start RPC ", struct RE_spe_cobjID RPCobjID, START RPC RE_spe_cobjID submitObjectID, structures for input and output of get_restore_feedback_args (
u_long objectsDone; /* structures for input of start RRC /* structures for input of start RRC /* struct RE_start_args (RFOobjED; RE_spe_objED (RFOobjED; Inc /* structures for input and output of get_restor /* struct RE_opt_restore_feedbook_args (89	
u_long objectsDone; /*structures for input of Start RRC */ struct RE_start_sing (sRcobjiD;				
u_long objectsDone; /* structures for input of start RRC * struct RR_start_args (RPOobJID) RE_PPC_obJID aubmitObjectID; int submitObjectID; /* structures for input and output of get_restore. /* structures for input of get_restore.	struct RE_Notification {			
, u_long objectsDone; /*structures for input of start RRC */ structures for input of start RRC */ structures for input and output of get_restore_feedback_asys (ttt	long Cookie:	
u_long objectsDone; /* structures for input of start RRC /* struct RE_start_args (RPOobJID) RE_PPC_obJID submitObjectID; int submitObjectID; /* structures for input and output of get_restore.	1000	/- only for get_source_noscs -/		
u_long objectabone; /* handle for numit object */ /* structures for input of start RPC */ structures for input and output of set_restore_feedback RPC */ /* structures for input and output of set_restore_feedback RPC */	struct RE_get_restore_teedback_args { RE_pc_objID RPCobjID; RE_pc_objID RPCobjID;		RE_rpc_objID RPCobjID; string hostname<>;	
u_long objectabake; /* handle for numnit object '/ /* structures for input of Start RRC */ structures for input of start RRC inf PC_objID submitObjectID; }; /* structures for input and output of set_restore_feedback RRC	*/		struct RE_get_hosts_args (
objectsDone; RPC RPCobjID; submitObjectID;	/* structures for input and output of get_restors		* get_destination_hosts rpc calls: */	* get_de
objectsDone; RPC RPCobjID; submitObjectID;		source_hosts and	/* structures for input and output of get_source_hosts and	/* struct
objectsDone; RPC RPC RPCobjID;	o come cool doctor		-	
objectsDone; RPC			RE_rpc_objID RPCobjID; string username<>;	
objectsDone;	*/		struct RE initialize arcs (
u_long objectsDone;	A Thirty was a second to the orange of the o	initialize rpc call: */	/* structures for input and output of re_initialize rpc call:	/* struct
/* handle for submit object */	u_long objectsDone;			
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rage out to+	Jos lesmenesme endiner o	FII Jall 04 13:30:13 2000	Left of the solid control in t
	and output of unmark_object RPC's:	tput	ing owner<64>; /* types of titles to sec) /* Specific owner of) excludeOwner; /* Flag to exclude owner ing group<64>; /* Specific group of
	INC_result (RPCobjID; status; status; status; permbenyfileCount; dirMarkCount; fileMarkCount; fileMarkCount;	STRUCK RE_pec_mark_resulcE_febutc RE_pec_mobjlD; RE_estron_ty status; RE_estron_ty status; Liong badd*iacoun permomyEil. Liong permomyEil. Liong dirkarkCoun	struct RR_search_criteria { string startDirectory/256> string startDirectory; bool descendDirectory; string searchString<128>; bool ascindString<128-; bool ascindString<128-; bool ascindString
fleg to request cancel */	`*	RE_Epp_objID RC0bjID RC_epp_objID interrupt bool interrupt };	iony codita: was; codita: was;
	esult (RPCobjID; status;	struct RE_mark_object_result (ruct RE_get_restorable RE_rpc_objID RE_errno_ty RSTRPC_uro_list
	allowBadFiles; descend;	bool bool };	struct RE_get_restorable_objects_output_args (
	for input and output of mark_object RPC's: RE_mark_object_args (RE_pro_objID RPCobjID; RETERC_user_restorable_object *thisObj;	/* structures for input and output of */ struct RE_mark_object_args (<pre>struct RE_get_restorable_objects_start_result { RE_tpc_objID RPCobjID; RE_errno_ty status; };</pre>
/* linked list */	{ EoundObjs; s;	struct RE.gest_find_results_result RE.gre_objin Recobjin RE.gre_objin Recobjin RE.gre_objinstries SETMPC_found_objinstries long cookie; long cookie;	<pre> y struct RE_get_restorable_objects_scart_args { RE_trc_objTD</pre>
flag to request cancel */	B;	bool short long	SNIREC_top_leval_bdy (repleve10b); SNIREC_top_leval_bdy (repleve10b); STRING templateName<>; string templateName<>; }; ** stringtures for imput and ourbut of get restozeble objects REC's:
	RPCobiD:	}; struct RE_get_find_results_args { struct RE_get_find_results_args {	/* structure for input of does_alternate_exist rpc call: */ */ Struct RE_does_alternate_exist_args {
	RE_find_restorable_objects_result { RE_rpc_objID	ruct	RSTRPC_name_list *templates; /* link to first template */ };
	RE_find_restorable_objects_args (RE_rpc_objID RPCobjID; RE_search_criteria *searchCriteria;	<pre>struct RE_find_restora RE_rpc_objID RE_search_crit);</pre>	struct RE_get_top_level_templates_result {
	startTime; , endTime;	RSTRPC_time_ty RSTRPC_time_ty);	Ve.
d les	sizeInBytes; /* sizeMatch;	rPC_u_	<pre>/* structures for input and output of get_workitem_templates rpc call:</pre>
Page 6 of 184	excludeGroup; /* Flag to excl	Fri Jan 04 15:38:13 2008	Fri Jan 04 1538:13 2008 Page 5 of 184

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struct RE_catalog_info {	* RPC S:
RSTRPC_top_level_obj *topLevelObj;	
struct F	
* get_backup_times_support RPCs: */	long numEntries;
/* structures for input and output of is_object_searchable and	RSTRPC_time_list *backupTimes;
	RE_rpc_objID RPCobjID;
u_long numMarked; RSTRPC bool marked<>>;	struct RE get all backup times result {
10_ty	
scruce ke_is_objec_marked_resule (long maxEntries;
	12
) - Classes and a second second	RSTRPC_time_ty endTime;
RSTRPC_uro_list *objList;	RE_rpc_objID RPCobjID;
struct RE_is_object_marked_args { RE_rpc_objID RPCobjID;	struct RE_get_all_backup_times_args (
<pre>/* structures for input and output of is_object_marked RPC: */</pre>	/* Structure for input and output of get all backup_times RPC:
	RSTREC_time_ty DackupTime;
RE_errno_ty status;	struct RE_get_current_backup_time_result (RE_rpc_objID
struct RE_is_object_markable_result (*/
	t structure for outruit of get gurrent backup time RPC:
RSTRPC_user_restorable_c);
struct RE_is_object_markable_args (RR rnc_obilD RPCobilD:	
*/	RE errno ty status:
/* service for input and output of is object markable RPC:	struct RE_get_current_te
); Long cookie;	<pre>/* structure for output of get_current_template RPC:</pre>
short numEntries;	
RSTRPC_media_list *mediaList;	RSTREC_u_nyper cotal;
RE_EPC_ODJLU RECODJLU;	
Ž	SCYUCT KE_GEC_MAIREC_COUAL_Size_resurc (RE_rpc_objID RPCobjID;
	*/
long	/* structure for output of get_marked_total_size RPC:
RSTRPC_bool all;	
RE_rpc_objID RPCobjID;	u_long
struct RE_get_necessary_media_args (u_long fileMarkCount;
<pre>/* structure for input and output of get_necessary_media RPC:</pre>	10 07
	RE_rpc_objID RPCobjID;
RSTRPC_backup_flags_ty flags;	struct RE get unmark results result (
struct RE_set_backup_time_args {	
/* structure for input of set_'relative'backup * RPC's: */	bool badFilesOnly; bool descend;
);	RSTREC_time_ty backupTime;
RSTRPC_time_ty time;	RE_rpc_objID
	ğ
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RE_rpc_objID RE errno tv	Fri Jan 04 15:38:13 2008
RPCobjID;	Page 9 of 184
re_set_user_answer(RE_set_user_answer_a	Fri Jan 04 15:38:13 2008
args) = 10;	Page 10 of 184

		A -
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CTHM6_GTGS) - 277	/* rnc for RIMRST TathereNextBackinForTime */	<pre>/* rpc for EDMRST_SetUserAnswer */ RE status result</pre>
	<pre>/* tpc for EDMRST_IsTherePrevBackupForTime */ RE_boolean_result re_is_there_prev_backup_for_time(</pre>	/* rpc for EBMSET GetQuestion */ RE.get_question_reult re_get_question(RE_null_args) = 9;
rgs) = 26;	/* tpc for EDMEST_ISTHereNextBackup */ RE_boolean_result re_ls_there_next_backup(RE_set_backup_time_args	/* rpc for EDWRST GerRestoreSeedback */ RE_get_restore_feedback(RE_get_restore_feedback_args) = 8; re_get_restore_feedback(RE_get_restore_feedback_args)
rgs) = 25;	/* rpc for EDMST_ISTherePrevBackup */ RE_boolean_reuit: re_is_there_prev_backup(RE_set_backup_time_args	/* tpc.for EDM887_Start */ /* tpc.for EDM887_Start */ RE_start_negs) = 7; re_start(RE_start_args) = 7;
mes_args) = 24;	<pre>/* rpc for EDMSS7/GetAllBockupfimes */ RE_get_all_backup_times_result re_get_all_backup_times(RE_get_all_backup_times_args) =</pre>	/* rpc for EMMST GerSobmitResults */ RE_get_submit_results output re_get_submit_results(RE_get_submit_results_args) = 6;
23;	<pre>/* rpc for EDMRST_GetCurrentBackupTime */ RE_get_current_backup_time_result re_get_current_backup_time(RE_null_args) =</pre>	/* tpc for Engage_Submit */ RE_statu_regule - ee_submit(RE_submit_args) = 5;
	<pre>/* rpc for EDMRST_GetCurrentTemplate */ RE_get_current_template_result re_get_current_template(RE_null_args) = 22;</pre>	/* Tpc for EDMAST_delPopLevalTemplates */ RE.get_Dp_leval_templates_result RE.get_Dp_leval_templates(re.get_top_leval_templates(re.get_top_leval_templates) = 4;
**	<pre>/* rpc for EDMRST_GetMarkedTotalSize */ RE_get_marked_total_size RE_null_args) = 21; re_get_marked_total_size(RE_null_args)</pre>	RE_get_top_level_objects (RE_get_top_level_objects_args) = 3; re_get_top_level_objects (RE_get_top_level_objects_args) = 3;
19; args) = 20;	/* rpc's for ERMRSP_UnankObject */ RE_mark_object_result re_unmark_object_RE_unmark_object_arts) = 19; RE_get_unmark_cobject_RE_unmark_results_result RE_get_unmark_results (RE_get_mark_results_dargs	rpc for EDMRST_GetSourceHosts */ _get_hosts_result _re_get_source_hosts(RE_get_hosts_args
) = 18;	re_mark_object(RE_mark_object_asys) = 1/; RE_get_mark_results (RE_get_mark_results_arys) = re_get_mark_results(RE_get_mark_results_arys) =	/* rpc for EDWRST_Initialize */ RE_Status_result re_initialize(RE_initialize args) = 1;
		program EDMRE_FUNCTIONS {
(gs.) = 15, s.) = 16;	/* tpc's for EMRET FindRespondablects '/ RE_find_respondable_objects_result re_find_respondable_objects(RE_find_respondable_objects) RE_get_find_results(RE_get_find_results_args) = re_get_find_results(RE_get_find_results_args) =	atruct Rg.resx_file_info(RELpc_objID RecbpiID) RE_Epc_objID RecbpiID) RE_erro_ty RE_erro_ty RSRPC_resx_file_info fileinfo; } RSRPC_resx_file_info fileinfo;
<pre>xist_args) = 12; art_args) = 13; tput_args) = 14;</pre>	/* tpc for EDMSF_DomeMiternateExist */ R_boolean_result re_dome_alternate_exist(Ed.dome_alternate_exist_rargs) = re_dome_alternate_exist(Ed.dome_alternate_exist_args) = /* tpc's for EDMSF_detRestorable_dojects */ RE_get_restorable_objects_start_rargs) = re_get_restorable_objects_start; re_get_restorable_objects_output_result re_get_restorable_objects_output_result re_get_restorable_objects_output_result	* structure for imputs that require only time */ struct RR_time(RR_pp_objID RFobjID; RR_sermo_ty status; RSTMPC_time_ty backupfime; };
	<pre>/* rpc for EDMRST_Finish */ RE_Status_result re_finish(RE_null_args) = 11;</pre>	sn_ering_cy area()s; sn_ering_coartys; string_coartype<>>) string_coartype<>) };
) = 10;	re_set_user_answer(RE_set_user_answer_args) =	

Page 11 of 184	/+ RE	R	/* RE	RE.	RE RE	/* RE.	/* RE	z: *	R.	, A	2E /*	я '	z ,	z: *	22 /*		Page 11 of 184
/* rpc for EDMRST_GetAllTopLevelObjects */ RE_get_top_level_objects_result ./ccs_restore/restore_enginex11	<pre>/* rpc for RSTSL_get_backup_level */ RE_catalog_info re_get_catalog_info(RE_time) = 43;</pre>	<pre>/* rpc for EDMRST_poll_Load_recx_directives */ RE_status_result re_poll_load_recx_directives(RE_null_args)</pre>	<pre>/* rpc for EDMRE_Load_recx_directives*/ RE_status_result re_load_recx_directives(RE_recx_file_info) =</pre>	<pre>/* rpc for EDMRST_GetBackupTimesSupport */ RE_boolean_result re_get_backup_times_support(RE_tlo_query_args) =</pre>	<pre>/* rpc for EDNRST_IsObjectSearchable */ RE_boolean_result_ re_is_object_searchable(RE_tlo_query_args)</pre>	<pre>/* rpc for EDMRST_GetHostPlatformType */ RE_get_host_platform_type_result re_get_host_platform_type(RE_string_args)</pre>	<pre>/* rpc for EDMRST_GetDestinationHosts */ RE_get_hosts_result re_get_destination_hosts(RE_get_hosts_args) =</pre>	<pre>'* rpc for EDMRST_ISObjectMarked */ RE_is_object_marked_result re_is_object_marked(RE_is_object_marked_args) =</pre>	<pre>/* rpc for EDMRST_IsobjectMarkable */ RE_is_object_markable_result re_is_object_markable(RE_is_object_markable_args) =</pre>	<pre>" rpc for EDMRST_GetNecessaryMedia "/ RE_get_necessary_media_result re_get_necessary_media(RE_get_necessary_media_args)</pre>	* rpc for EDMRST_SetNostRecentBackup */ RE_status_result re_set_most_recent_backup(RE_set_backup_time_args)	<pre>/* rpc for EDMRST_SetFirstBackup */ RE_status_result re_set_first_backup(RE_set_backup_time_args</pre>	<pre>/* rpc for EDMRST_SetNextBackup */ RE_status_result re_set_next_backup(RE_set_backup_time_args)</pre>	<pre>* rpc for EDMRST_SetPrevBackup */ RE_status_result re_set_prev_backup(RE_set_backup_time_args) =</pre>	<pre>" rpc for EDMRST_SetBackupForTime */ RE_status_result re_set_backup_for_time(RE_backup_for_time_args</pre>	RE_boolean_result re_is_there_next_backup_for_time(RE_backup_f	
Fri Jan 04 15:38:13 2008		= 42;) = 41;	rgs) = 40;) = 39;	38,) = 37;	gs) = 36;	e_args) = 35;	dia_args) = 34;	me_args) = 33;	gs) = 32;	31,	8) = 30;	args) = 29;	ue(RE_backup_for_time_args) = 28;	Fri Jan 04 15:38:13 2008
Page 12 of 184											<pre>% * to register wou %*/) = 390016;</pre>	% * This number car % * identifies this) = 1; /* This is version 1 %/* This is the RPC program nu	RE_str	RE_bo	; H	Page 12 of 184
/ccs_restore/restore_engine.x 12											to register would be contacted when RPC's come in for this number. 390016;	 This number cannot be re-used by any other RPC deemon on the machine. identifies this deemon uniquely. If it were to be re-used, the last of the las	*/	RE. Status_result re_ping(RE_null_args) = 46;	/* TDC ION LUMNOT GETSYMMERESTOTEOPLEOUS // RE_boolean_result RE_boolean_result RE_boolean_result RE_store_option(RE_tlo_query_args) = (* wma for ENMSST Birg %/	re_get_all_top_level_objects(
Fri Jan 04 15:38:13 2008												non on the machine, as it re-used, the last daemon	These are reserved in /pds/docs/RPC_numbers		ery_args) = 45;	ects(RE_get_top_level_objects_args) = 44;	Fri Jan 04 15:38:13 2008

Fri Jan 04 15:38:13 2008/gui_restore/restore.c 1	#define HELP_OPTION 'help' #define VERSION_OPTION 'v' #define SYNC_OPTION 'sync'	ERR_EXTERN ERR_INMODULE("restore')			#include "gutil/mscUtis.h" #include "gutil/iconDefs.h" #include "gutil/iconDefs.h"			#include <pre>*xpub.hb #include <pre>*xpub.hb #include "restSearch.h"</pre></pre>	#undef REST_INIT	#define REST_INIT #include "restore.h" #include "restore.h"	#include <esl c_portable.h=""></esl>	#include <stdlib.h> #include <libgen.h></libgen.h></stdlib.h>	#define ERR_LIB RESTORE	regenerated on 09/03/99 at Pen: CodeHistory))	Code regenerated on 07/15/99 at Code regenerated on 07/16/99 at	on 05/18/99 at 10:10:12: on 05/18/99 at 10:54:55: on 05/18/99 at 15:20:38:	/* Code regenerated on 09/22/97 at 12:51:42. /* Code regenerated on 09/22/97 at 16:35:51. /* Code regenerated on 03/18/98 at 11:14:28. */	regenerated on 05/23/97 at regenerated on 05/23/97 at	regenerated on 05/22/97 at regenerated on 05/23/97 at	generated on 05/20/97 at 11 regenerated on 05/22/97 at	/* ((CodeGen: GeneratorVersion 4))	<pre>/* Template created by NEURON DATA Open Interface. /* Do not alter 'CodeGen' directives.</pre>	Fn Jan 04 15:38:13 2008
Page 13 of 184														<:	* *	:::	* *		:::	* *	٠.	::	Page 13 of 184
Fri Jan 04 15:38:13 2008	switch (code) (/* USER CODE */ case LHOX NEYCELLDELETE:	static void C_FAR S_Media	<pre>default: WIN_DefNEy(win, code); }</pre>	break; case WIN_NFVRESIZE; GUTIL_WinHandleResize ((WinPtr)win); break;	<pre>if (WGT_HasPocus ((WgtPt GUTIL_DrawFocusBorder</pre>	<pre>if (WQT_HasFocus ((WgtPtr)) GUTIL_DrawFocusBorder ((</pre>	<pre>/* Use the junkTed to de if (WGT_HasFocus ((WGtPt GUTIL_DrawFocusBorder)</pre>	if (WGT_HasFocus ((WgtPt GUTIL_DrawFocusBorder	* Update the focus borders */	<pre>case WIN_NFYREDRAW: WIN_DefNfy(win, code); /*</pre>	<pre>GUTIL_WinHandleMouseClick (win); break;</pre>	break; /* USER CODE */ case WIN_NFYMOUSECLICK:	WIN_DefNfy(win, code); EVENT_MainExit ();	if (REST_Remove ())	switch (code) { case win_neyTERMINATE:	<pre>/* Call the restore notify REST_NotifyReceived (code);</pre>	static void C_FAR S_Restr {	<pre>/* ((CodeGen: MenuImplementationPlaceHolder))</pre>	/*	/* == Code for Window 'RestoreWin'	/* ((CodeGen: WindowSection RestoreWin	<pre>/* ((CodeGen: ClassImplementationPlaceHolder)) /* ((CodeGen: WinClassImplementationPlaceHolder))</pre>	Fri Jan 04 15:38:13 2008
/gui_restore/restore.c 2		<pre>S_MediaListBoxNfy L2(LBoxPtr, lbox, LBoxNfyEnum,</pre>		WinPtr)win);	<pre>if (WOT_HasPocus ((WgtPtr)REST_RestoreWin->MediaListBox, BOOL_TRUE)) GUTIL_DrawFocusBorder ((WgtPtr)REST_RestoreWin->MediaListBox, BOOL_TRUE);</pre>	if (MST_HasFocus (Mpt_Pr) REST_RestoreWin->SelectedListEbx, BOOL_TRUE)) GUTIL_DrawFocusBorder (MgtPtr) REST_RestoreWin->SelectedListBox, BOOL_TRUE);	/* Use the justmed to determine if the backup sarea has focus */ if (Not The justment of (Watter) REST_MeatoreWin->luntfor, BOOL_TRUE); GUTIL_DrawFocusBorder ((WgtPt;)REST_MeatoreWin->BackupSArea, BOOL_TRUE);	if (MST_HosFocus ((MgrPtr/REST_RestoreWin->BackupListBox, BOOL_TRUE)) GUTIL_TrawFocusBorder (WgtPtr)REST_RestoreWin->BackupListBox, BOOL_TRUE))	ters		k (win);					"* Call the restore notify routine so update the timeout status EST_NotifyReceived (code);	Static void C_FAR S_RestoreWinNEy LZ(WinPtr, win, WinNEyEnum, {	tationPlaceHolder))		навлания применения п	n PaetoreWin	ntationPlaceHolder))	L2
Page 14 of 184		xNfyEnum, code)			BOOL_TRUE); istBox, BOOL_TRUE);	<pre>»x, BOOL_TRUE)) »tBox, BOOL_TRUE);</pre>	has focus */ BOOL_TRUE)) zckupSArea, BOOL_TRUE);	, BOOL_TRUE)) stBox, BOOL_TRUE);								rtatus */	num, code)				* '	;;	Page 14 of 184

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2008	Fri Jan 04 15:38:13 2008	/gui_restore/restore.c 4	Page 16 of 184	Page 15 of 184 ./gui_restore/restore.c 3 Fri Jan 04 15:38:13 2008
'		/* (/ CodeGen: WgtNfyHandler HitNameSortButton static void C_FAR RestoreRestoreWin_HitNameSortButton L1(/* (/ CodeGen: static void:	<pre>static void C_FAR S_TemplateBoxNfy L2(CBoxPtr, cbox, CBoxNfyEnum, code) {</pre>
*)) CodeGen: WgtNfyHandler HitTypeSortButton	/*)) CodeGen:	return (BOOL_TRUE);
		REST_SetSort (REST_ByType);	REST_SetSort	KEST_Updat@rempiaterromboxes ();
win)	ortButton L1(RestoreRestoreWinPtr, win	void C_FAR RestoreRestoreWin_HitTypeSortButton £1(Restore	static void	static BoolEnum S_TemplateSelectProc (Str selectedStr)
`		/* ((CodeGen: WgtNfyHandler HitTypeSortButton	/* ((CodeGen:	*/)) CodeGen: WgtNfyHandler EltSelectedTemplateBox
`		/*)) CodeGen: WgtNfvHandler HitUnmarkButton	/*)) CodeGen: WorNfvHan	REST_UpdateTemplateFromBoxes ();
win)	RestoreRestoreWinPtr, win	C_FAR RESTOTERESTOTEWID_HITCHWALL	STATIC VOIG	"/ ((CodeGen: hgcHtyHandler ELTSeLectedTemplateBox 12(static void C_FAR RestoreRestoreWinPtr, win, CBoxEltSelectedNryCPtr, info)
		/* (CodeGen: WgtNfyHandler HitUnmarkButton	/* ((CodeGen:	
`			/*)) CodeGen:	REST_NextButtonSelect ();
win)	toreRestoreWinPtr,	vold C_FAR RestoreMestoreWin_HitMarkButton AA(Res	static void C_FAR Re	*/ /* ((CodeGen: MgCNC)#dandler HitWaxtBackupButton 11(*/ RestoreRestoreRestoreWin_HitWaxtBackupButton 11(RestoreRestoreWinPtr, win)
/		/ ((CodeGen: WgtNfyHandler HitMarkButton	/* ((CodeGen:	/*)) CodeGen: WgtNfyHandler HitCalendarButton
*		Search ();	KEST_DISDINGS WORTHFURN /*)) CodeCon: WortNfvHan	REST_CalendarButtonSelect ();
******	Megcorenescoreminaci,		·	static void C_FAR RestoreRestoreWin_HitCalendarButton L1(RestoreRestoreWinPtr, win)
(mim)	DoestoreEinDtr	<pre>/* ((CodeGen: WgtNfyHandler HitSearchButton static void C_FAR RestoreRestoreWin_HitSearchButton L1(</pre>	/* (/ CodeGen: static void	
		my constitution of the contract of the contrac	/ // codeder:	/*)) CodeGen: WgtNfyHandler HitPrevBackupButton */
*	•	CodoCon. Markingandler ValidareRackwollareRox	· ·	REST_PrevButtonSelect ();
win)	oreWinPtr,	static void C_FAR RestoreRestoreWin_ValidateBackupListBox 11(RestoreRest	static void	7 Codecan; wyun-ymanuse, militaryona-waw. static void C_FAR RestoreRestoreWin_HitbrevBackupButton 11 RestoreRestoreWinPtr, Win)
/		WqtNfvHandler ValidateBackupLis	/ (/ CodeGen:	() Ond-One Described and or district of the control of the contro
/) /)) CodeGen: WgtNfyHandler CellStringBackupListBox	/*)) CodeGen:	
lbs)	ringPtr,	RestoreRestoreWinPtr,		<pre>GUTIL_LBOX_DefNfy(lbox, code, REST_GetSelectedListColumnValues);</pre>
*		/* (/ CodeGen: WgtNfyHandler CellStringBackupListBox tatic void C FAR RestorBastoreWin CellStringBackupListBox I2(/* ((CodeGen:	mbilypadvennamvebuccoma (// break;
/		/)) CodeGen: WgtNfyHandler ValidateJunkTEd	/*)) CodeGen:	Dreak; Case LBOX, NYVSELOPERATION:
Win)	Rescorekescorewinetr,			case LBOX_NFYCELLDELETE: REST_DisposeSelectedInfo (1box);
'		/* (/ CodeCen: WgtNfyHandler ValidateJunkTEd static void C_FAR RestoreRestoreWin_ValidateJunkTEd L1(/* (/ CodeGen: static void	switch (code) (/* USER CODE */
/		/)) CodeGen: WgtNfyHandler EltSelectedPrimaryBox	/*)) CodeGen:	SECTIO VOID C_FAK 3_SelectedListBoxNEY ## (LBOXFUE, LUUX, LBOXRE)Bellum, Cour)
		REST_UpdateTemplateFromBoxes ();	REST_UpdateT	The Theory
info)		static void C_FAR RestoreRestoreWin_EliseLestedPrimaryBox 12(RestoreRestoreWinEliseLestedPrimaryBox 12(RestoreRestoreWinPtr, win, CBoxEliselectedNfyCPtr,	static void	GUILL_LBUX_BEINEY (1BOX, COGE, KBSI_Detwediabiscorummivatues);
:		. Wrthfriandler Eltgelertedbrimer	/* (/ CodoCon	break; default:
		GUTIL_CBOX_DefNfy (cbox, code, S_TemplateSelectProc);	Ī	poseMediaInfo (lbox);
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setoreRestoreWinPtr, wastoreRestoreWinPtr, wastoreRestoreRestoreWinPtr, wastoreRestoreWinPtr, wastoreRestoreWi	
### SERICE VOID C.FAR RestoreRestoreWin_ValidateBadFilesEndring ####################################	static void C_FAR RestoreRestoreWin_ValidateRestoreSizeTarea II(RestoreRestoreV
### SERIC VOID C.FAR RestoreRestoreRin_ValidateBadFilesPoxt */ (CodeCom: WgtNfyRendler ValidateBadFilesPoxt */ (CodeCom: WgtNfyRendler MitRemoveBatton */ Earlic Void C_FAR RestoreRestoreRin_MitRemoveBatton */ (CodeCom: WgtNfyRendler MitRemoveBatton */ (CodeCom: WgtNfyRendler MitRemoveBatton */ (CodeCom: WgtNfyRendler MitRemoveBatton */ (CodeCom: WgtNfyRendler MitClearBatton */ (CodeCom: WgtNfyRendler	
### SETIC VOID C.PAR RestoreRestoreWin_ValidateBadFilesPoxt */ (CodeGan: WgtWfyMandlar WalidateBadFilesPoxt */ (CodeGan: WgtWfyMandlar HitRamoveBatton */ REST_MemoveAllSelectedItems (); #### ** ** ** ** ** ** ** ** ** ** ** **	SUBLIC VOIG C_FAK MestoreHestoreWin_ValidateRestoreLtemsTarea II.(RestoreRestoreM
Lil Static void C_FPAR RestoreRestoreNin_ValidateBadfilesText FeRestoreNin_Ptr, vin)	6
LL(Static void C_FPAR RestoreRestoreWin_ValidateBadFilesFeat FeRestoreWinPtr. win)	REST_MarkBadFiles = TBUT_GetSelected ((TButPtr)win->MarkBadButton); /* /) CodeGen: WgtWfyHandler HitMarkBadButton
** SETIC VOID C.FAR RESTORMENT.ValidateBadFilesText ** / FARTIC VOID C.FAR RESTORMENT.ValidateBadFilesText ** / C.CodeGom: NgtAffyShandlar HitchemoveButton ** / SEST_RemoveSalectedItems (); ** / REST_RemoveSalectedItems (); ** / (CodeGom: NgtAffyShandlar HitchemoveButton ** / ICCOdeGom: NgtAffyShandlar HitchemoveButton ** / (CodeGom: NgtAffyShandlar HitchemoveButton ** / SEST_RemoveSalectedItems (); ** / (CodeGom: NgtAffyShandlar HitclearButton ** / SEST_RemoveSalectedItems (); ** / (CodeGom: NgtAffyShandlar HitclearButton ** / Static void C.FAR RestoreRestoreNtn_HitclearButton ** / Static void C.FAR RestoreRestoreNtn_HitclearButton ** / (CodeGom: NgtAffyShandlar HitclearButton ** / (CodeGom: NgtAffyShandl	/* (/ CodeGen: WgyNfyHandler HitMarkBedButton 11) static void C_FNR RestoreRestoreWin_HitMarkBedButton 12) RestoreRestoreY (
### SHRILE Void C_PAR RestoreMan_ValidateBadFilesFext /* (CodeGen: WgrMfyMandler WalidateBadFilesFext /* (CodeGen: WgrMfyMandler HitMemoveButton ##################################	REST_UpdateWeatoring to the secret intourers was a second of the second
### static void C_PAR RestoreMan_ValidateBadFilesFext /* ((codeGen: WgrMfyHandlar WalidateBadFilesFext /* ((codeGen: WgrMfyHandlar HitMemoveButton ##################################	SCRIIC VOIG C_FAK KESCOZENIG_HILBEGITILESBULCOT 11
### SHRILE Void C_FAR RestoreMin_ValidateBadFilesText /* (CodeGam: WgrMfyHandlar MalidateBadFilesText /* (CodeGam: WgrMfyHandlar HitMemoveButton ##################################	8
## SETIC Void C_PAR RestoreRestoreNin_ValidateBadFilesText / CodeGen: WgtMfyMandler WalidateBadFilesText / (CodeGen: WgtMfyMandler HirkemoveBatton // REST_RemoveSelectedItems (); ### REST_RemoveSelect	REST_UpdateViewOptions (); /*)) CodeGen: WgtNFyHandler HitHiddenButton
### static void C_PAR RestoreMan_ValidateBadFilesText /* ((codeGam: MgtMfyMandlar HitMemoveButton /* ((codeGam: MgtMfyMandlar HitMemoveButton /* static void C_PAR RestoreMan_HitMemoveButton /* REST_RemoveBelectedItems (); /* ((codeGam: MgtMfyMandlar HitClearEntton /* () (codeGam: MgtMfyMandlar HitClearEntton	<pre>/* II. \company mg/m/pminter intrinstructurative grantc void C_FAR RestoreMarkestoreMin_HitHiddenButton III grantc void C_FAR RestoreMarkestoreMin_HitHiddenButton):</pre>
### static void C_PAR RestoreMeantoreWin_ValidateBadFilesText /* ((codeGam: WgtNfyMandlar HitMeanoveButton /* ((codeGam: WgtNfyMandlar HitMeanoveButton /* (codeGam: WgtNfyMandlar HitMeanoveButton /* ((codeGam: WgtNfyMandlar HitMeanoveButton /* ((codeGam: WgtNfyMandlar HitClearEnton	/*)) Codesen: wgtwfynandier hithatesortbuccon
## static void C_PAR RestoreMeantoreWin_ValidateBadFilesText /* CodeGen: WgtNfyHeantler ValidateBadFilesText /* ((CodeGen: WgtNfyHeantler HittemoveButton /* static void C_FAR RestoreMeantweButton /* (CodeGen: WgtNfyHeantler HittemoveButton /* (CodeGen: WgtNfyHeantler HittemoveButton /* ((CodeGen: WgtNfyHeantler HittlemoveButton /* (CodeGen: WgtNfyHeantler HittlemoveButton /* (CodeGen: WgtNfyHeantler HittlemoveButton	REST_SetSort (REST_ByDate);
# SELIC Void C_PAR RestoreMin_ValidateBadFilesText # # # # # # # # # # # # # # # # # # #	
### static void C_PAR RestoreMtn_ValidateBadFilesText /*	/* (/ CodeGen: WgtNfyHandler HitDateSortButton static void C_FAR RestoreRestoreWin_HitDateSortButton L1(
Selic void C_PAR RestoreMin_ValidateBadFilesText ## CodeGan: WgrMfyHondlor ValidateBadFilesText ## (CodeGan: WgrMfyHondlor HitMemoveButton ## asalic void C_PAR RestoreBestoreMin_HitMemoveButton ## (REST_RemoveSelectedItems (); ## REST_RemoveSelectedItems (); ## REST_RemoveSelectedItems ();)* /*)) CodeGen: WgtNfyHandler HitSizeSortButton
# Selic void C_PAR RestoreMeastoreWin_ValidateBadFilesText /* CodeGan: WgtMfyHandlar WalidateBadFilesText /* ((CodeGan: WgtMfyHandlar HitkemoveButton calic void C_FAR RestoreMeastoreMin_HitRemoveButton REST_RemoveSelectedItems ();	(REST_SetSort (REST_BySize);
static void C_PAR RestoreRestoreNin_ValidateBadFile */ (sestoreNinPtr, win) //) CodeCom: NgtNfyBandler ValidateBadFilesText /* ((CodeCom: NgtNfyBandler ValidateBadFilesText /* (CodeCom: NgtNfyBandler HitRemoveButton */ static void C_PAR RestoreRestoreNin_HitRemoveButto	<pre>/* ((CodeGen: WgrNfyHandler HitSizeSortButton static void C_FAR RestoreRestoreWin_HitSizeSortButton 11(</pre>
static void C_FAR RescommensoreMin_ValidateBadFile */ (sentoreMinPtr, win) } /*)) CodeOmn: NgtMfyHandler ValidateBadFilesText)*)) CodeGan: MgtNfyHandler HitOwnerSortButton
static void C_FAR RestoreRestoreWin_ValidateBadFii */ {	REST SetSort (REST ByOwner);
	<pre>/* ((CodeGen: Wg:NfyHandler HitOwnerSortButton</pre>
/ / ((CodeGen: MytNEyHandler ValidateBadFilesText */	/*)) CodeGen: WgtNfyHandler HitNameSortButton
) /*)) CodeGen: WgtNfyHandler ValidateRestoreSizeTerea */	REST_SetSort (REST_ByName);
RestoreWinPtr, win) [The second state of the se

win->SelectedDistBox = (LBoxPtr)PANEL_GetNemedWgC((WgtNfyHandler HitAllowPartialButton */	/*)) CodeGen: Wg
	Rescorementer, Will	
	C_tax mescorementulutantiomeatrialpurcou pr(STREETS AGENCE
	MOUNTY NATIONAL STANDARD CONT.	Conserver.
		11
	WgtNfyHandler ValidatePathTEd */	/*)) CodeGen: Ng
		_
win->UnmarkButton = (PButPtr)PANEL_GetNamedWgt((RestoreRestoreWinPtr, win)	
PanelPtr)win, "MarkButton");	tePathTEd L1(static void C F.
	WatNfvHandler ValidatePathTEd */	/* (/ Codecen: Wa
will researched the result of	wgcwryhandier validacemedialischox	/*)) CodeGen: Wg
Win-spacified = (STAPEL) Secretmenage (France Forthwest)		
= (TAreaPtr)PANEL_GetNamedWgt((RestoreRestoreWinPtr, win)	
win->LboxVSb = (SbPtr)PANEL_GetNamedWgt((PanelPtr)win, "LboxVSb");	C FAR RestoreRestoreWin ValidateMedialistRox L1(/ II codeden: mg
PanelPtr)win. "BackupListBox")	*/	
	WgtNfyHandler CellStringMediaListBox */	/*)) CodeGen: Wg
<pre>win->JunkTEd = (STEdPtr)PANEL_GetNamedWgt((PanelPtr)win, "JunkTEd");</pre>		-
	RestoreRestoreWinPtr, win, LBoxStringPtr, lbs)	10000
	ratio void C PAR RestoreRestoreWistoreLabertations 12(recent
	VENUE Alor CallerringModistictRoy	(* (/ Codacan : Ma
TOTAL COMPANY OF THE PROPERTY	WgtNfyHandler HitMediaTab	/*)) CodeGen: Wg
		J
PanelPtr)win, "CalendarBuccon")		
win->CalendarButton = (PButPtr)PANEL_GetNamedWgt((void C_FAR RescoleResColeRest_Arthurstation == (RestoreRestoreWinPtr, win)	States Agence of
PanelPtr)win, "PrevBackupButton")		8
Following	*/	
	WytMfyHandler ValidateSelectedListBox */	/* // CodeGen: No
		ring.
	C_FAK RESCOIERESCOIEWIN_varidaceSeteccevarioneva in RestoreRestoreWinPtr, win)	static void C_r
win->FSOptionsPanel = (PanelPtr)PANEL_GetNamedWgt((WgtNfyHandler ValidateSelectedListBox [1]	CodeGen.
Win->DataAvailableFanel - (rometric): white availableFanel")		
/* (/ CodeGen: WgtInitializations / CoteGen: WgtInitializati	WgtNfyHandler CellStringSelectedListBox */	/*)) CodeGen: Wg
void RestoreRestoreWin_Construct L1(RestoreRestoreWinPtr, win)	New Colenes Colentifical, will, become trigers, asset	
CodeGen: UseAllDerBurCNLYHANGLers name_or_wgc_member //	void C_FAR RestoreRestoreWin_CellStringSelectedListBox L2(static void C_F
UseDefaultNfyHandler name_of_nfy_handler))	/* (CodeGen: WgtNfyHandler CellStringSelectedListBox */	/* (/ CodeGen: W
	WgtNfyHandler HitMarkSummaryTab	/*)) CodeGen: We
GUTIL_TED_DefNfy (ted, code);	ACCOUNT OF THE PARTY OF THE PAR	
	VOIG C_TAN RESCOTENED OF CHILD INCOME ASSUMED FOR THE RESCOTERESTOREWINDER: Win)	Statte Anto CT
/* Else, let the utilities do their thing */	WgtNfyHandler HitMarkSummaryTab	8
REST_ServiewToracn ();	NgtNfyHandler HitViewOptionsTab	/*)) CodeGen: W
		Ψ.
({EVENT_GetKeyCode() == EVENT_KEYRETURN) (EVENT_GetKeyCode() == EVENT_KEYRETURN)))	RestoreRestoreWinPtr, win)	
<pre>/* If this is a keyboard character, and it is a return, set the view */ if ((code == TED_NFYKEYCHAR) &&</pre>	/* ([CodeGen: NgtNfyHandler HitViewOptionsTab static void C_FAR RestoreRestoreWin_HitViewOptionsTab 11(/* [[CodeGen: W
		1 age 1901 104
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WgtPtr)win->MediaListBox, LBOX_NFYVALIDATE, (WinwgtNfyHandlerProc)RestoreRestoreWin_ValidateMediaListBox);	WIN_SetWgtNfyHandler((WinPtr)win, (WgtPtr)win, (CBOX_NFYELTSELECTED,
WinWgtNfyHandlerProc)RestoreRestoreWin_CellStringMediaListBox);	WgtPtr)win-vNextBackupButton, TBUT_NFYHIT, (WinWgtNfyHandlerProc)BastoreRestoreWin HillNextBackupButton).
WIN_SetWgtNTyHandLer((WinFtr)win->MediaListBox, LBOX_NFYCELLSTRING,	Wiretri, wir-scalendarButton, "BUT_NYHIT, (WinWgtNfyHandlerProc)RestoreRestoreMin_HitCalendarButton); WIN SetWotMerdler((WinPtr)win_()
WIN_SetMg/INF/Handler(Uniter) win, (Wgter) win->MediaTab, TBUT.NFYHIT, (WinWgtNfyHandler(Proc)RestoreMs_HitMediaTab);	WIN_SetWgtNfyHandlerProc)RestoreRestoreWan_HitbrevBackupButton);
WgtPtr)win->ClearButton, TBUT_NFYHTT, (WinWgtNfvHandlerProc)BestorsRestorsWin HitClearButton);	WIN_SetWgtNEyHandler((WinPtr)win, (WrtPtr)win->PrevBackupButton, TBUT NEYHTT.
WgtPtr/win ->RemoveButton, TBUT_NFWHIT, (WinWgtNfyHandlerProc)RestoreRestoreWin_HitRemoveButton); WIN_SetWgtNfyHandler((WinPtr)win, {	WgtPtr)win->BackupbateText, TED_MFVVALIDMTE, WinWgtNfyHandlerProc)RestoreRestoreWin_ValidateBackupbateText);
<pre>WinwgtnfyHandlerProc)RestoreRestoreWin_ValidateBadFilesText); WIN_SetWgtnfyHandler((WinPtr)win, {</pre>	WIN_SetWgtNfyHandler((WinPtr)win, (PanelPtr)win, "HelpButton");
WIN_SetWgtNFyHandler((WinPtr)win, (PanelPtr)win, "StartButton"); win->HelpButton = (PButPtr)PANEL_GetNamedWgt((
WinWqtNfvHandlerProc)RestoreRestoreWin_ValidateRestoreSizeTarea);	win->StartButton = (FButPtr) PANEL GetNamedWdt((
WinwgtnfyHandlerftroc)RestoreRestoreWin_ValidateRestoreItemsTarea); WIN_SetWgtNfyHandler((WinPtr)win, (Win-thr)win-vaseroveSizeMarea	win->AllowPartialButton = (CButPtr)PANEL_GetNamedWgt((
WgtPtr)win->RestoreItemsTarea, TED_NFYVALIDATE,	win->MarkBadButton = (CButPtr)PANEL_GetNamedWgt. "MarkBadButton"); PanelPtr)win "MarkBadButton");
WinWgtNfyHandlerFroc)RestoreRestoreWin_ValidateSelectedListBox); WTN SerWatNfyHandler((WinPtr)win. (win->BadFilesButton = (CButPtr)FANEL_GetnamedWgt(
<pre>wiw_serwgunrymandrer(writer)win->SelectedListBox, LBOX_NFYVALIDATE, //</pre>	
WinNgtMinKgHandlerProc)RestoreRestoreWin_CellStringSelectedListBox);	win->OptionsPanel = (PanelPtr)PANEL_GetNamedWgt()
Win-Second-weighted (whin- vselectedListBox, LBOX_NFYCELLSTRING,	
<pre>(WinWgtNfyHendlerProc)RestoreRestoreWin_HitMarkSummaryTeb);</pre>	
WIN_SetWithFightnYHandler((WinPtr))	win->OwnerSortButton = (RButPtr) PANEL_GetNamedWgt((
WgtPtr)win->UnmarkButton, TBUT_NEYHIT,	win->NameSortButton = (RButPtr)PANEL_GetNamedWgt((
(WinWgtNfyHandlerProc)RestoreRestoreWin_HitMarkButton); WIN SetWgtNfyHandler(WinPtr)win, (win->TypeSortButton = (RButPtr)PANEL_GetNamedWgt(
WIN_SetWgtNfyHandler((WinPtr)win, (win->SortPanel = (PanelPtr)PANEL_GetNemedWgt((
WgtPtr)win->SearchButton, TBUT_NFYHIT, (WinWgtNfyHandlerProc)RestoreRestoreWin_HitSearchButton);	win->ViewOptionsPanel = (PanelPtr)PanEL_GetNamedMgt((PanelPtr)win, "ViewOptionsPanel");
<pre>(WinWgtNfyHandlerProc)RestoreRestoreWin_ValidatePathTEd); WIN_SetWgtNfyHandler((WinPtr)win, (</pre>	<pre>win->ViewOptionsTab = (PButPtr)PANEL_GetNamedWgt((</pre>
WIN_SetWgtNEyHandler((WinPtr)win, {	<pre>win->MediaListBox = (LBoxPtr) PANEL_GetNamedNgt((</pre>
(WinwgtNfyHandlerProc)RestoreRestoreWin_ValidateBackupListBox);	<pre>win->MediaPanel = (PanelPtr)PANEL_GetNamedWgt((</pre>
<pre>win_setwgtwiyHandler((winftr)win, (</pre>	<pre>win->MediaTab = (PButPtr)PANEL_GetNamedWgt((PanelPtr)win, "ClearButton");</pre>
WinWgtNfyHandlerProc)RestoreRestoreWin_CellStringBackupListBox);	win->ClearButton = (PButPtr)PANEL_GetNamedWgt((
WgtPtr)win->BackupListBox, LBOX_NFYCELLSTRING,	win->RemoveButton = (PButPtr)PANEL_GetNameGWgtt (""""""""""""""""""""""""""""""""""
Winwitted, The Not Conference of the Conference	win=>BadFilesText = (STEdPtr)PANEL_GetNamedWgt(); "BadFilesText");
WinWgtNiyHandlerProc)RestoreRestoreWin_EltSelectedPrimaryBox); WIN_SetWgtNiyHandler((WinPtr)win, (
wgcrct)win->reimarybox, cbox_wrieDiseLacted,	win->RestoreSizeTarea = (STEdPtr)PANEL_SetNamedWgt((
WinWgtNfyHandlerProc)RestoreRestoreWin_EltSelectedTemplateBox); WIN_SetWgtNfyHandler((WinPtr)win, (<pre>win->RestoreItemsLabel1 = (ThreaPtr)PhNEL_CethAmmedMgt((</pre>
	win->RestoreItemsTarea = (STEGPtr)PANEL_GetNamedWgt((

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/)) CodeGen: WindowSection RestoreWin	/)) C	utility widgets to the utility style notifies	* Reset the utility
	<pre>fflush(stdout); exit(0);</pre>	fflush(s _exit(0);	andler ((WinPtr)win, (WgtPtr)win->TemplateBox, CBOX_NEYELTSELECTED);	N_RemoveWgtNfyHa
	h(stderr):	fflu	TED_NETVALIDATE);	TED
displayname\tX server to contact\n\n",	displayname\		Her(Winger)win,	WIN_RemoveWgtNfyHandler((Warper)win_>parham
"usage:\n\t%s [-options t this message\n\t-display	\n\t-help\t\t\tprint ou]\n\nw	(WgtPtr)win->MediaTab,	
	/* Print out the useage */ STR Printf (/* Pr	(WinPer)win.	<pre>WIN RemoveWortNEVHandler((WinPer)win- WIN RemoveWortNEVHandler((WinPer)win- WIN RemoveWortNEVHANDLER()</pre>
	invalidOption);	÷	TBUT_NFYHIT); ller((WinPtr)win,	TBUT_NFYHIT) WIN_RemoveWgtNfyHandler((WinPtr)win
\m\n*,	STR_Printf ("%s: bad command line option \"%s\"\n\n" command,	STR	ller((WinPtr)win, (WgtPrr)win,>ViewOptionsTab,	WIN_RemoveWgtNfyHandler((WinPtr)win.
7 */	/* Print out the bad option if one was given */ if (invalidoption != NULL)	15 (1	Teanstares or	*/ * above so that up t
on)	static void REST_PrintUsageAndExit (Str command, Str invalidOption)	static	or the TAB buttons, we have to leave them	notifies
	WIN_Init((WinPtr)win);	J	<pre>(WinNgtNEyHandlerProc)RestoreRestoreWin_HitHelpButton); */ deGen: WgtInitializations 808688</pre>	(WinWgtNfyHa /*)) CodeGen: WgtIn
	REST_RestoreWin = win;		e((WinPtr)win, (wIN_SetWgtNEyHandler((WinPtr)win,
	RestoreRestoreWin_Construct(win);		Willywork full and the first of	(WinwortnfyHandlerProc)Res
"restore", "RestoreWin",	<pre>win = (RestoreRestoreWinPtr)WIN_LoadSized("restore",</pre>		<pre>wytert/win/yetnfyHandlerProc)RestoreRestoreWin_HitCloseButton);</pre>	WinWgtNfyHa
.dat*);	<pre>(void)RLIB_LoadLibFile("restore", "restore.dat");</pre>		WinWgtNfyHandlerFroc)RestoreRestoreWin_HitAllowPartialButton); WgtNfyHandler((WinPtr)Win, (winwgtnfyHandlerProc)Resto
	RestoreRestoreWinPtr win;	-	wgtPtr)win->AllowPartialButton, TBUT_Wrinii,	-
	REST_RestoreWinLoadInit LO()	void	(WinWgtNfyHandlerProc)RestoreRestoreWin_HitMarkBedButton); gtNfyHandler((WinPtr)win, (<pre>(WinWgtNfyHandlerProc)Resto WIN_SetWgtNfyHandler((WinPtr)win, (</pre>
WgtPtr)win->HelpButton, TBUT_NFYGAINFOCUS, oc)RestoreRestoreWin_FocusHelpButton);	'MgtPEr'win-HelpButton, rBUT_NFYGALNRO (WinMgtNfyHandlerProc)RestoreRestoreWin_FocusHelpButton);	_	coreRestoreWin_HitBadFi ((Ptr)win->MarkBadButton,	(WinWgtNfyHandlerProc) Rest (WinWgtNfyHandlerProc) Win, WIN_SetWgtNfyHandler((WinPtr)win, Wgt)
	WIN SetWqtNfyHandler((WinPtr)win, (gtNfyHandler((WinPtr)win, ->====================================	WIN_SetWgtnfyHandler((WinPtr)win,
	0, STR STD FILENAME);		WgtPtr)win->HiddenButton, TBUT_NFYHIT,	
	<pre>GMAX_PATHNAME_LENGTH, 0,</pre>		<pre>(WinWgtNfyHandlerProc)RestoreRestoreWin_HitDateSortButton); gtnfyHandler((WinPtr)win, (</pre>	(WinwgtNfyHandlerProc)Res WIN_SetWgtNfyHandler((WinPtr)win,
	/* Setup the path widget to use the utilities */ GTED_SetDefaults ((TGPH:)win->PathTEd, TED Alpha.	/* Se GTED_	<pre>(WinWgtMfyHandlerProc)RestoreRestoreWin_HitSizeSortButton); gtMfyHandler((WinPtt)win, (</pre>	(WinWgtMfyHandlerProc)Res win_SetWgtMfyHandler((WinPtr)win,
TemplateBoxNfy);	WGT_SetNfyProc((WgtPtr)win->PathTEd, S_PathTEdNfy); WGT_SetNfyProc((WgtPtr)win->TemplateBox, S_TemplateBoxNfy);		<pre>(WinWgtNfyHandlerProc)RestoreRestoreWin_HitOwnerSortButton); gtNfyHandler((WinPtr)wIn, (</pre>	(WinwgtNfyHandlerProc)Res WIN_SetWgtNfyHandler((WinPtr)win, WatP
<pre>a, GUTIL_OutputTED_DefNfy); GUTIL_OutputTED_DefNfy); S_MediaListBoxNfy);</pre>	<pre>WGT_SetMfyProc (WgtPtr)win->RestoreSizeMarea, GUTIL_OutputTED_DefNfy); WGT_SetMfyProc (WgtPtr)win->BadfilesText, GUTIL_OutputTED_DefNfy); WGT_SetMfyProc((WgtPtr)win->NedtablistBox, S_MedialistBoxMfy);</pre>		<pre>(WinNgtNfyHandlerProc)RestoreRestoreWin_HitNameSortButton); gtNfyHandler((WinFtr)win, (gtNfyHandler((WinFtr)win,) gtNfyHandler((WinFtr)win->OwnerSortButton, TSUT_NFYHIT,</pre>	<pre>(WinWgtNfyHandlerProc)Res: WIN_SetWgtNfyHandler((WinPtr)win,</pre>
a, GUTIL_OutputTED_DefNfy);	<pre>WgtPtr)win->RestoreItemsTarea, GUTIL_OutputTED_DefNfy) WGT_SetNfyProc ((</pre>		r((WinPtr)win, (WIN_SetWgtNfyHandler((WinPtr)win, Wqtp
x, S_SelectedListBoxNfy);	WGT_SetNEyProc((WgtPtr)win->SelectedListBox, S_SelectedListBoxNfy); WGT_SetNEyProc(('gun jimmutu (eHvintannikanika)
t, GUTIL OutputTED DefNfv);	WGT_SetNfyProc ((WgtPtr)win, S_RestoreWinNfy); WGT_SetNfyProc ((WgtPtr)win->BackunDateText, G		WitPet) win->V.ewOptionsTab, TBUT.NEYHIT, (WinWgtNfyHandlerProc) RestoreRestoreWin_HitViewOptionsTab); rtNf.Handler((WinDFr)win	Wight SetMarNfrandlerProc)Res
	*/	-		WIN_SetWgtNfyHandler((WinPtr)win,
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<pre>inputQ = atoi(argv[++i]);</pre>	/* Loop through the command line arguments */
<pre>/* If this is the Help Queue option, get the queues */ else if (stromp(argv[i], *-* RESTORE_HELP_Q_OPT) == 0)</pre>	<pre>/* Initialize the variable REST_RestoreClient */ STR_Cpy (REST_RestoreClient, "*);</pre>
	colorArgs = argc;
key2 = key1; usingIPC = BOOL_TRUE;	<pre>/* Initialize the global color value for color schemes */ colorVal = argc + 1;</pre>
key2 = atoi(argv(**i]); else	REST_RestoreFromClient = BOOL_FALSE;
key1 = atoi(argv[++i]); if(nkey == 2)	/* Set the restore from client flag to false for starters */
nkey = atoi(argv[++i]);	<pre>/* Register this program */ GUTIL_RegisterProgram (argv[0]);</pre>
<pre>/* If this is the IPC Key option, get the keys */ else if (strcmp(argv[i], *-* IPCl_KEY_OPTION) == 0)</pre>	GALERT_WinHandle synchHandle = NULL;
	BoolEnum setColors = BOOL_FALSE; /* Flag if user specified color scheme */ Str colorStr; /* Color scheme string from args */ Int colorRet = RESOURCE_NULL_ARGC; /* Return val from color func */
colorStr = (Str) argv[1];	PCLHandle handle; /* Handle commus to make view / ipclstatus status; /* pass/fail status of ipc connection */
(i++; sercolors = ROO; TRUE:	Enum sharedHelp = BOOL_FALSE; , Enum synchronize = BOOL_FALSE; ,
strlen(RES_COLOR_OPTION, + 1) == 0)	BoolEnum usingIPC = BOOL_FALSE; /* Flag if we are talking with main view */
else if (strncmp(argv(i),	inputQ; /* outputQ; /*
* COLOR SCHEME NOT SUPPORTED IN THIS RELEASE!!!!	key1; /* key2; /*
	int nkey = 0; /* Number of keys */
/* Check for the -color option */	Enum traceOn = BOOL_FALSE;
STR_Cpy (REST_RestoreClient, argv(i));	
/* Get the client name */	int main 12(int. argo. char**, argy)
	在在这位的话语,我们还是我们的,我们也没有一个不是有一个不要的,我们也不是我们的,我们也不是我们的,我们也不是我们的,我们也不是我们的,我们也不是我们的。"
<pre>/* Flag that this is client side restoral */ REST RestoreFromClient = BOOL TRUE;</pre>	* Returns: * None.
/* Check if this is the Client side restoral option */ else if (stromp(argv(i), *-* FROM_CLIENT_OFTION) == 0) {	* Parameters: * argy (I) - The count of the command line arguements. * argy (I) - The string list of the command line arguements.
GUNIL_SetDisplay (argv[1]);	* This is the main routine, it will begin the restoral process. *
	* Description:
<pre>case if (arthing (artylit) = propriet by display variable to if */ /* Got the newt armment and out the display variable to if */</pre>	* main
	* 'main()' entrypoint
GUTIL PrintVersionAndExit ();	/*
<pre>/* Check if this is a version option */ else if (stromp(argv(i), "-"VERSION_OPTION) == 0)</pre>	ERR_DECLARE
	#include <nd.h></nd.h>
REST_PrintUsageAndExit (basename(argv[0]), NULL);	/* HEREALDERENERS AND TO THE TOTAL PROPERTY OF THE PROPERTY OF THE TOTAL PROPERTY OF THE
<pre>/* Check if this is a HELP option */ if (stromp(axgv[i], "-"HELP_OPTION) == 0)</pre>	Section
for (1=1; i <argc; 1++)<="" td=""><td>/* ((CodeGen: WindowImplementationPlaceHolder)) */</td></argc;>	/* ((CodeGen: WindowImplementationPlaceHolder)) */
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he next optio	· Initialize ND stuff	* Initial
<pre>/* If this is the client list option */ if (stromp(argv[i], "-" RESTORE_CLIENT_OPT) == 0) {</pre>	USE;	ERR_MODULEUSE,
if (argv[i][0] == '-') (itialization */	/* default in
REST_SteartClientList (); for [=1, icarge; i++)	11 Environment */	/* Check the inition of the control
*, Determine the list of clients to display in the file manager */	ase PEST_PrintUnageAndExit (basename(argv[0]), argv[i]);	REST_P
Synthesians = * OnnoPRET_GARET_POSETSIS (REST_INIT_TITLE), TOTOM_GATEON (I_MAIT), REST_GARETTOTSITIS (REST_INIT_MESSAGE), EVENT_Update ();	'Check if this is the symphocise option '/ alse if (Stromporgy(1), "-SYMC_OPTION, Strien(SYMC_OPTION) + 1) == 0) symphomics = BOOL_TRUE; }	/* Check else if { synchr
* Otherwise, show an initializing message */ plse		if (i <argc)< td=""></argc)<>
ABOUT_DisplayBanner (NULL); EVENT_Opdate ();	/* If we exitted the loop because of a new option, rewind to the option */	/* If
/* Show the about box while initializing if not from edm */ if (lusingIRC) ((Trender) www (ethArtvir) := - 11) 1++;
<pre>/* Initialize the restore components */ REST_Initialize ();</pre>	he next option */	1++;
'/ Never, I mean NEVER, lat the user see OpenLook (Yuk!) */ if (BEPLY_GatLook () == DSPLY_LOOKOPENLOOK) DEPLY_SatLook (DEPLY_LOOKNOTIF);	(stromp(aryv[i], *- RESTORE_MI_OPT) == 0)	/* Check
<pre>/* Set the running directory */ GUTIL_SetRunningDirectory (basename (argv[0]));</pre>	A District Co. Line of Street, Co.	if (i <arge)< td=""></arge)<>
<pre>/* Set the defaults to cover people who don't set correctly */ GUTIL_SetResourcesToDefaults (BOOL_TRUE);</pre>		/* If
'if there wear't an argument or if the read failed */ if (colorhat i= RESOURCE_FILE_OK) GUTIL_ReadNeaFile (*", BOOL_TRUE);	((i <arge) &&="" (argw[i][0]=""))<="" :="" td=""><td>while (i++;</td></arge)>	while (i++;
UTIL_ReadResFile (color	<pre>/* skip all following arguments up to the next option */ i++;</pre>	/* sk
<pre>/* if there exists an argument after the -color */ if (setColors)</pre>	/* Check if this is the client list option */ /* Check if this is the client list option */ /* else if (strcmp(argv[i], "-" RESTORE_CLIENT_OPT) == 0) if	/* Chec
<pre>/* Initialize the use of RPCs in this process */ GUTIL_InitializeRPC ();</pre>		trace(
/* Install the generic signal handlers '/ GUTIL_AddCenericSignalHandlers (GUTIL_SignalHandlerProc) REST_SignalHandler);	<pre>% option */ [i], "-" TRACE_OPTION, strien(TRACE_OPTION)+1) == 0) // //</pre>	/* If to else if (/* Tu
/* Initialize the utilities */ GUTIL_Initialize ();) 01024
ND_Init (argc, argv);	2 = atoi(argv(++i));	outpu
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				If we are talking with mainview, tell it we're up */	/* If we are if (usingIPC)
				/* Display the trace controls window */ TRACEPOPUPCONTROLS	/* Display TRACEPOPUPO)
`	tolder))	/* [[CodeGen: MainPlaceH		"RACESTART LIEIO RACESTARTELLEIO	/* start tracing TRACESTART TRACESTARTFILEIO
::	5	/*)) CodeGen: MainSection		LAGS(V_TRACE_EVERYTHING)	TRACESETYL
		/* Exit the process */ return EXIT_OK;		/* start with everything */	/* start w
	/	<pre>/ default termination */ ND_Exit ();</pre>		ng is on */	/* IP tracing is on */ if (traceOn)
		/* Close help */ EDMHELP_End ();		XSynchronize (X_Display(), BOOL_TRUE);	xSynchroni:
	el Clean up and go home	'* OK, we're outta here! */) /* If syncronous mode, set mode */ if (synchronize)	/* If syncronous if (synchronize)
	essing */	<pre>/* Begin the event processing */ ND_Run();</pre>			- -
	estoreWin);	<pre>/* Put up the window */ WIN_Show((WinPtr)REST_RestoreWin);</pre>		- OK, we can back up one */	/* OK,
	ılog (synchHandle);	<pre>GALERT_CancelSynchDialog (synchHandle); EVENT_Update (); }</pre>		<pre>/* This is another work item to add to the list */ REST_AddWi (argv[1]); i++;</pre>	/* T REST 1++;
	NULL)	else if (synchHandle != NULL)		while ((i <argc) !="-" &&="" (argv[i][0]=""))<="" td=""><td>while</td></argc)>	while
	4	ABOUT_TerminateWin (); EVENT_Update ();		's Get all following arguments up to the next option */	/* Get
	*	<pre>/* Remove the about box */ if (!usingIPC) {</pre>		<pre>/* If this is the client list option */ if (strcmp(argv(i), "-" RESTORE_WI_OPT) == 0)</pre>	/* If th
	inputQ, outputQ);	EDMHELP_InitQueues (inputQ, outputQ);		<pre>/* Check if this is an option */ if (argv(i)[0] == '-')</pre>	/* Check i if (argv[i
talk to the already running help */		<pre>/* If we are sharing help with mainview, if (sharedHelp)</pre>		Hist ();	REST_StartWilist (); for (i=1; i <argc; i++)<="" td=""></argc;>
	window */	<pre>/* Display the restore window */ REST_Display ();</pre>		<pre></pre>	'* Create th
	E);	GUTIL_Free (message);)			j
	1, message,	ne me			j 1,
T_STRING) + 1);	message = (char *) GUYIL_Malloc (strleq.CONNECT_STRING) + 1); STR_Cpy (message, IPC_CONNECT_STRING); ipclSendMessage (handle, LAUWAIT,	message = (char *) GUTII STR_Cpy (message, IPC_CQ ipclSendMessage (handle, IPCL_NQ		i*+; /* OK, we can back up one */	i++; } /* OK,
	<pre>scarus = ipologen (whatche, key1, key1); if ((handle != NULL) && (status != IPCL_FAILURE)) {</pre>	if ((handle != NULL)		<pre>/* This is another client to add to the list */ REST_AddClient (argv[i]);</pre>	RES'
				gc) && (argv[i][0] !=	while
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	L) && (object != NULL))	if ((serverHandle != NULL) && (object != NULL))			
	isMarked = BOOL_FALSE;	boolean_ty isMarked =			#include "restOtils.h" #include "restCBMgr.h"
	5	unsigned long numChecked;			
	GREST_Object object)				#include "restSearch.h"
	dectMarked (serverHandle serverHandle	static BoolEnum GREST Isob			#include "restoreP.h" #include "restCalendar.h"
oject,	/* Forward declaration of validate work item routine */ /* Forward declaration of validate work item routine */ static BoolEnum REST_ValidateWorkItem @ermo_ty	/* Forward declaration of static BoolEnum REST_Valid			
	signal handler */ .nt sig);	/* Forward declaration of signal handler */ void REST_SignalHandler (int sig);		₽	#include <pre>"util/est_string.n" #include <pre><pre>/*restore/restore_api.h> #define REST_MGR_INIT</pre></pre></pre>
	nchFillHandle = NULL;	static GALERT_WinHandle synchFillHandle = NULL;			#include 'eerrno/e_errno.h"
	fill in progress dialog */	/* Handle to the current fill in progress dialog			#include <arraypub.h></arraypub.h>
	rk progress */ mchMarkHandle = NULL;	<pre>/* Static variables for mark progress */ static GALERT_WinHandle synchMarkHandle = NULL;</pre>			
	rent state of processing */ updatingDate = BOOL_FALSE;	/* Flags for current state of processing static BoolEnum updatingDate = BOOL_FALL			#include <tedpub.h> #include <winpub.h> #include <strlpub.h></strlpub.h></winpub.h></tedpub.h>
	currentWIList = NULL;	/* Current list of work items */ static RestoreWorkItemPtr currentWIList = NULL;			<pre>#include <panelpub.h> #include <tareapub.h> #include <tbutpub.h></tbutpub.h></tareapub.h></panelpub.h></pre>
	xrentClientList = NULL;	<pre>/* Current list of clients */ static RestoreClientPtr currentClientList = NULL;</pre>			
	; * ;	* Local Global Variables *			#include <apppub.h> #include <eventpub.h> #include <rlibpub.h> #include <flypub.h></flypub.h></rlibpub.h></eventpub.h></apppub.h>
	1	* Local Data Structures *			#include <libgen.h> #include <time.h></time.h></libgen.h>
		***************************************			#include <stdlib.h></stdlib.h>
	EC 60	*define REST_MARK_THRESHOLD *define CONNECT TIMEOUT SEC			#include <esl c_portable.h=""></esl>
	בת	adadina wax mines allega			#define ERR_LIB RESTORE
		* Constants *	*********	Sherisions Spares Spares	* \$Revision\$ * \$Date\$
		ERR_EXTERN ERR_INMODULE("restore")			* RCS Information: * \$RCSfile\$
					* N/A
	- 7				* Compile-Time Options:
	H T T	#include "gutil/cocutils.h" #include "gutil/cboxUtils.h" #include "gutil/codeTracer.h"			* Required includes: * None
	5. h"		M Restore window.	ssion Statement: This file contains the functions necessary for the EUM Restore window.	* Mission Statement: * This file contains the fu
				Stems, inc.	* copyright 1990 by about Systems, inc
	D 10 1	#include "gutil/winUtils.h" #include "gutil/resUtils.h"			
	h'		******	/#####################################	* regritor.c
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sobjectMarked (serverHandle,	* *		*********
kobject, komuchecked, komuchecked, kismarked);	void REST_UpdateBackupDate (void)	ckupDate (void)	
return (isMarKed);	/* Play that we a updatingDate = BO	/* Plag that we are updating the backup date */ updatingDate * BOOL_TRUE;	
REST_DisplayBackupDate	/* Re-Read the cu REST_ReReadWorkIt	<pre>/* Re-Read the current work item */ REST_ReReadWorkItem (currentWorkItemInfo);</pre>	
Description: This routine will display the current backup date and set the date butcoms to their correct states. Parameters:	/* Display the new backup date REST_DisplayBackupDate (); REST_DisplayBackupDate (); /* Flag that we are no longer updatingDate = BOOL_FALSE; }	', Display the new backup date '/ MEST_DisplayBackUpDate (); MEST_DisplayBackupDate (); MEST_Display that we are no longer updating the backup date pdatingDate = BOOL_FALSE;	/* E
* MODIE: * Returns:	/*************************************	* REST_UpdateBackupTemplates	***************************************
Mone.	* Description: * This routine w. * to the current	scription: This routine will update the template and trailset to the current choices available.	boxes
(void BEST_DisplaySmackupDate (void) (Char Chart thiffing (ONAX_OBJECT_LENGTH); /* Date to display */ time_t thiffing; (** Current backup time */ eerroo_ty eerroo; /* Error status */	* Parameters: * info (I) - Wor: * Returns: * None.	Work-Item info record to get the templates	es for
/* Get the current backup time */ if (destro = ENMSST_GetCurrentBackupTime(if (destro = ENMSST_GetCurrentBackupTime)	void REST_UpdateBac	void REST_UpdateBackupTemplates (RestoreInfoPtr info)	**********/
<pre>/* Print the time and date to the date string */ STR_Sprint! (dateString, '%s', RSST_GerTimeDateString (thisTime)); } else else { Couldn't get a backup time, must not have a work item yet */ /* Couldn't get a backup time, must not have a work item yet */</pre>	template_name_ty template_name_ty BoolEnum BoolEnum BoolEnum BoolEnum	OurrentTemplate; templates (TEMPLATE_BUFFER_LENGTH); /* Ourrent templates templates (TEMPLATE_BUFFER_LENGTH); /* Now complates tablecerates tablecerates /* Albertanes filey; exists = BOOL_PALSE; /* Exists flag; / contemplound = BOOL_FALSE; /* Found flag; / cookie = INTLONGTH;	/* Current template */ /* New templatess */ /* Alternate flag */ /* Exists flag */ /* Found flag */
STR.Sprintf (dateString, **); thisTime = 0;	short Int eerrno_ty	numEntries; 1; eerrno;	/* Number found */ /* Loop counter */ /* Error status */
<pre>/' Set the date test label */ TED_SetStr ((TEDEP)TREST_RESTORMENT-PlackupDateFlaxt, dateString); /* Update the sensitivity of the date butcons */ REST_UpdateDateDateOutcons (); }</pre>	/* Walidate the object passed in if ((info != NULL) && (info -> NU	ralidate the object passed in */ (info)= NULL) && (info >= NULL) && (info >= YULL) && (info >= YULL) && (info >= YestorsObject = NULL))	
. REST_UpdateaBackupDate	/* First, clear CBOX_GOFirst(RES while (CBOX_ISON	<pre>/* First, clear out any old Templates: */ CBOX_GoFirst(REST_RestoreWinYemplateBox); while (CBOX_IsOk (REST_RestoreWinYemplateBox))</pre>	
Leseription: This routile will update the current work item and the displayed date after a date change.	CBOX_GOFirst (CBOX_CurRemove	CBOX_CurRemoveElt (REST_RestoreWin->TemplateBox); CBOX_CurRemoveElt (REST_RestoreWin->TemplateBox);	
ACTION COLORS :	/* get the curre	/* get the current template */ if (EDMRST_GetCurrentTemplate */ currentTemplate, 618AT_ternate) !- E_SUCCESS)	CCESS)
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/* Walk the children list */ tmpInfo = parentObject->children;	/* First, clear out any old trails: */ CBOX_GoFirst(REST_RestoreWin->PrimaryBox);
1f (parentObject != NULL)	}
RestoreIntoPtr tmpInfo; /* Info To walk the List with */ unsigned long numChecked;	/* Just get out */ cookie = DONE_COOKIE;
<pre>void REST_UpdateChildMarks (RestoreInfoPtr parentObject) {</pre>	REST_SelectCurrentTemplate (); }
***************************************	<pre>CBOX_CurAddElt (REST_RestoreWin->TemplateBox, (ClientPtr)NULL); CBOX_CurSetLabel (REST_RestoreWin->TemplateBox, currentTemplate);</pre>
* Returns: * Mone.	<pre>/* At least add the current template */ if (STR_Cmp (currentTemplate, **) != CMP_EQUAL)</pre>
* Parameters: * parentObject (I) - The object whose children need to be updated *	} else
 This routine will update the marked flag for all children and recursively for their children for the given object. 	CBOX_GoFirst (REST_RestoreWin->TemplateBox); REST_SelectCurrentTemplate ();
REST_UpdateChildMarks Peacripton	/* If we didn't find it (probably no savesets) select the first */ if ((!currentFound) && (numEntries > 0))
REST_selectCurrentTrail ();)	CHOX_CHEADDINE_RESOLUTION_CHIP_TEMPLATEROX, CLIANTET!NHLL); CHOX_CHEADDEN_CHEAT_RESOLUTION_TEMPLATEROX, CULTENTTOMPLATER); REST_Selection_cheat_resolution_let(); numBrit_fel="1", the cultent femplate (); cuttentFound = BOOL_TRUE;
<pre>CBOX_GoNext (REST_RestoreWin->PrimaryBox); }</pre>	<pre>if ((!currentFound) && (STR_Cmp (currentTemplate, "") != CMP_EQUAL))</pre>
/ Show whether or Hot it is the distinct / CEOX,Goffits (REST_RestoreWin->PrimaryBox); if (isAlternate) {	} CBOX_GoNext (REST_RestoreWin->TemplateBox); }
)	<pre>REST_SelectCurrentTemplate (); currentFound = BOOL_TRUE;</pre>
(Str) STRL_GetNthStr(REST_TrainwameList, (Str) STRL_GetNthStr(REST_ALTERNATE_TRAIL_INDEX)); CBOX_CurSetId (REST_RestoreWin->PrimaryBox, 2);	<pre>/* If this is the current template, select it */ if (STR_Cmp (templates[i], currentTemplate) == CMP_EQUAL)</pre>
CBOX_GoNext (REST_RestoreWin->PtimaryBox); CBOX_GONext (REST_RestoreWin->PtimaryBox, (ClientPtr)NULL); CBOX_CURAdGELt (REST_RestoreWin->PtimaryBox,	CBOX_CurAddElt (REST_RestoreWin->TemplateBox, (ClientPtr)NULL); CBOX_CurSetLabel (REST_RestoreWin->TemplateBox, templates[1]);
curentPemplate, if (exists) & &exists);	/* Add each entry to the cemplate box */ CMOX_COFirst(RESOT_RestoveWir->TemplateBox); for [1*0]: "4xmmBhrt18es; i*+)
/* Add the alternate trail if it exists */ EIWRST_DoesAlternateExist info-restreachiect.	(cookie)) == E_SUCCESS)
UBX_DOTIER HOST_Medicownin FrindryDox); (ClientPtr)NULL); CBX_Durabet([RSS]_Mesocutive Filter)Typxxx (ClientPtr)NULL); CBX_Durabet([RSS]_Mesocutive Filter)Typxxx (ClientPtr)NULL); CBX_CBT_Medicornin Filter Filter Typx (Manager); CBX_CDIEsetId (REST_RestoreMin->PrimaryBox; 1);	numEntries = O. II (kerino = EDMEST_GetTopLevelTemplates (GREST_Mentle.) II (kerino = EDMEST_GetTopLevelTemplates (GREST_Mentle.) TEMPLATE STEELLENOTH, templates (GREST_MENTLE.)
/* Add the primary trail (always exists) */	<pre>/* Get all the templates for the new work item */ while (cookie != DONE_COOKIE)</pre>
(GBOX_GoFirst (REST_RestoreWin->PrimaryBox); GBOX_CurRemoveElt (REST_RestoreWin->PrimaryBox);	SHLUDY (currentremplate, "); isAlternate = BOOL_PALSE; }
while (CBOX_IsOk (REST_RestoreWin->PrimaryBox))	

```
void REST_UpdateObjectMarks (RestoreInfoPtr parentObject)
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                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 Page 39 of 184
                                                                                                                                                                                                                                                                                                                                if (currentWorkItemInfo := NULL)
                                                                                                                                                                                                                                                                                                                                                            /* See if the entire workitem is marked */
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     /* Validate the input */
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          if (parentObject := NULL
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       RestoreInfoPtr nextChild;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     REST_UpdateObjectMarks
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      Returns:
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    Description:
                                                                                                                                                                                                                                    while (allMarked && (nextChild != NULL))
                                                                                                                                                                                                                                                                                                                                                                                                                                                   REST_UpdateChildMarks (parentObject);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  Parameters:
                                                                                                                                                                                                                                                                     nextChild = currentWorkItemInfo->children;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   /* Update the marks for the children of this object */
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       if (parentObject->restoreObject != NULL)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             /* Determine if this object is marked */
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            parentObject (I) - The top level object whose children need to be updated
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          None.
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              all its children.
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       while (tmpInfo := NULL)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    This routine will update the marked flag the given object and
                                                                                                                                                                        it (!nextChild->marked)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      parentObject->marked = GREST_IsObjectMarked (GREST_Handle
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              tmpInfo = tmpInfo->next,
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           REST_UpdateChildMarks (tmpInfo);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               /* Go to the next child */
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 /* Update the marks for the children of this object */
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          if (tmpInfo->restoreObject != NULL)
                                                                                                            allMarked = BOOL_FALSE
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   tmpInfo->marked = GREST_IsObjectMarked (GREST_Handle,
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          Determine if this object is marked */
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      nextChild; /* Info to walk the list with */
allMarked = BOOL_TRUE; /* Flag if all children are marked */
./gui_restore/restMgr.c 7
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  REST_UpdateChildMarks
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        tmpInfo->restoreObject);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                parentObject->restoreObject);
     Fri Jan 04 15:38:13 2008
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       Fri Jan 04 15:38:13 2008 Page 40 of 184
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                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              void REST_ClearChildMarks (RestoreInfoPtr parentObject)
                                                                                                                                                                                                   * REST_ClearObjectMarks
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  if (parentObject != NULL
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            /* Validate the input */
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        RestoreInfoPtr tmpInfo;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  Returns:
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              Parameters:
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      Description:
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            REST_ClearChildMarks
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         while (tmpInfo != NULL)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    tmpInfo = parentObject->children
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               /* Walk the children list */
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               currentWorkItemInfo->marked = allMarked
                                                                            This routine will clear the marked flag for the given object and for all descendants of the given object.
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 wone.
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        parentObject (I) - The object whose children need to be cleared
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     recursively for their children for the given object.
                                                                                                                                                                                                                                                                                                                                                                                       tmpInfo = tmpInfo->next;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   REST_ClearChildMarks (tmpInfo);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                This routine will clear the marked flag for all children
                                                                                                                                                                                                                                                                                                                                                                                                                       /* Go to the next child */
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    /* Clear the marks for the children of this object */
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       /* If this object is in the selected list, remove it */
if (REST_IsItemSelected (tmpInfo) &&
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            if (tmpInfo->marked)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            /* Clear the marked flag for this object */
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               GFMGR_UpdateObject (REST_GetFMgrContext(), (GFMGR_Object)tmpInfo);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           REST_DeselectInfo (tmpInfo->restoreObject, 0)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                tmpInfo->marked = BOOL_FALSE
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 nextChild = nextChild->next
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            (tmpInfo->restoreObject != NULL) |
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        /* Info to walk the list with */
     ../gui_restore/restMgr.c 8
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        REST_UpdateObjectMarks
                Fri Jan 04 15:38:13 2008
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             Fri Jan 04 15:38:13 2008
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           and
```

* Determine the platform type and get the appropriate icon Fn Jan 04 15:38:13 2008 ./gui_restore/restMgr.c 10 Page 42 of 184	Fri Jan 04 15:38:13 2008/gui_testoie/iestMgr.c 9 Page 41 of 184
/* copy in the fields */ newInfo->name = sel_strdup (clientName); newInfo->type = REST_Client; /*	/* Eise, there is no current client */ else eturnInfo = NULL;
/* Create a new into record */ newInto = [RestoreInfoRth ONTIL_Malloc (sizeof(RestoreInfoRec)); newInto > parent = NULL; newInto > parent = NULL; newInto > parent = NULL;	Restoreinfolty returninfo; /* Info to return */ /* If we are currently working with a work trem, return it's parent */ returninfo = current(botteminfo)= NULL) returninfo = current(botteminfo >parent;
Resourchitor: Rest. Casewood. American (out Clientemen) RestoroinfoPer newInfo; /* Info created for client */ BuctgPlatformtype platformtype = BUCPG_PLATFORM_UNENDANN; /* Platform type */	Returns: The current cliennt object, or NULL if none. Restorcificety MagraeCurrentCiantHo (Void)
	Description: "Mis routine will return the current client object. 'Parameters: None.
* Parameters: * ClientName (I) - The name of the client *	, REST_GetCurrentClientInfo
) /* Clear out any selection data */ REST_ClearMarkedInfo (); }
return (returnObject);	<pre>/* Clear the marks for the children of this object */ REST_ClearChildWarks (parentObject);</pre>
<pre>/* If we are currently looking at a work-item */ if (current/owitteminto = NULL) i) /* return the current work item object */ /* return bits = current/owkiteminto-removablect; arecurrently set = current/owkiteminto-removablect; /* return NULL */ return NUL</pre>	/* If this object is in the salected list, remove it */ if (REET_ILENEMSALECTED (PROTECTIONS) (parentObject >remioneObject = NULL)) (REST_DesalectInfo (parentObject, 0);)
GREST_Object returnObject; /* The work item object to return */	<pre>parentObject > marked = BOOL_FALGE; GPMGR_UbdateObject (REST_GetPMgrContext(), (GPMGR_Object) parentObject); }</pre>
return verrent work item object, or NULL if nome.	/* Crear the marked flag for this object */ if (parencobject->marked) {
* Parameters:	/* Validate the input */ if (perentObject := NULL)
* ASST_GetCurrentWorkItom * Description: * This routine will return the current work-item restorable object.	void NEST_ClearObjectMarks (RestoreinfoPt; parentObject)
return (returning);	 parantiblect (I) - The object whose children need to be cleared Returns; Mane.
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newInfo->Loon = REST_DBWorkItemIcon; class newInfo->Loon = REST_ESWorkItemIcon;	<pre>/* Create the new object */ newinfo = (MestoreInfoRer)); newinfo = (MestoreInfoRer)); newInfo >parent = parent; newInfo >parent = NULL; newInfo >parent = NULL;</pre>
<pre>/ Decermins which icon to use "</pre>	RestoreInfoPtr newInfo; /* New Info created for the error Object */
<pre>/* FILI in the data fields '/ newInfo-ryane = ad_letchy [GRMST_GatObjectFallName (GREST_Handle, object)); newInfo-ryane = BSST_MowrEtten; newInfo-ryane = BOOL_FALSE; newInfo-ryane(ad = BOOL_FALSE; newInfo-ryane(a</pre>	(I) - The error string for the new ob. (I) - The parent of the error object ted data for the error object
/* Create the new object // eworld = [BestoreInfort (UTIL_Malloc (sizeof[RestoreInfoRec]); eworld > Open: patent; eworld > Open: patent; eworld > Open: WILL; eworld > Open: WILL;	REST_Creambirorinio Description: This routine will create the data for an error object
RestorantoPtr newInfo; /* New info created for the WI Object */ char siType; /* Type of work item */ eerrno_ty eerrno; /* Error code for failed workitem */	return (newInfo);
RestoreInfoPtr REST_CreateWorkItemInfO (GREST_Object object, RestoreInfoPtr parent)	new.hfc-opporad = 800L.FALSE; new.hfc-o-restoragloct = NULL; new.hfc-o-restoragloct = NULL; new.hfc-o-setzus = Bectup Good; new.hfc-o-bectup fine = 0; new.hfc-o-bectup fine = 0; new.hfc-o-bectup fine = 0;
**Razamatenas: **abjoot (1) - The work item object. **parant (1) - The parant of the new object **parant (1) - The parant of the new object **Raturns: **The allocated data for the given work item. **The allo	alse { newInfe->icon = GICON_GetIconBySize (I_UNNNCONCLIENT, ICON_SMALL); }
PREST_CreateWorkTraminfo Description: This routine will create the data for the give work item object.	case BUTCZ PLATFORM_VMS: newInfo->icon = GUTCM_GetLonBySize (L_WSCLIENT, ICON_SMALL); newInfo->icon = GUTCM_GetLonBySize (L_WKSMANCHIENT, ICON_SMALL); default: default:
<pre>newInfo->icon = REST_FailedIcon; /* Return the new object */ return (newInfo);</pre>	corest to the property of the complete (Lagrange Clerk, ICAN_SMALL); constito-vicon = GCOM_GetComplete (Lagrange Clerk, ICAN_SMALL); constito_vicon = GCOM_GetComplete (Lagrange Clerk); constito_vicon = GCOM_GetComplete (Lagrange Clerk);
me/Info->Name = Nou_recobject; nad_Info->type = ROW_INFOCOSject; nad_Info->Name = ROW_INFOCOSject; nad_Info->Name = ROW_INFOCOS; nad_InfoCos; nad_InfoC	atformType rg_PLATFOR o->icon = rg_PLATFOR o->icon =
/* Fill in the date fields '/ if (erzetring != NULL) ineAnfo >>name = sel_strdup (errString); else	*/ if (EDNHST_GetHostPlatformType (
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object (1) - The File Object. * parent (1) - The parent of the new object * parent (1) - The parent of the new object * work-item to the destination.	min milita chilosh	create the data for the given File object.	/preserves a serves a	/* Return the new object */ /* Add the new child to the list */ ceturn (newInfo); ceturn (newInfo); parentchildren child-back = parentchildren; parentchildren child;	newInfo->backupfime = 0; newInfo->backupfime = 0; newInfo->backupfime = NULL)	meditic-obelmus - module describente (GREST_Handle, object); meditic-obermus (GREST_Labobsente describer parameter module) - product : object; meditic-obermus = ERMENT_GerbosentStatus (GREST_Handle, object);	* Returns: VKRST_GetObjectBaseName (GREST_Handle, object)); * Mone. Vi dIcon;	GUTIL_Malloc (sizeof(RescoreInfoRec)); * Parameters: * parent (I) - child (I) -	e will add	RestoreInfoPtr REST_CreateDirectoryInfo (GREST_Object, object, RestoreInfoPtr parent) / REST_AddChild	The allocated data for the given directory. /* Return the new object '/ return (newInfo);	Parameters: The directory object innovince-section innovince-section innovince-section = EMMANT_Code object (1) - The parent of the new object innovince-section = 0; parent (1) - The parent of the new object newince-section = 0; Returns: Returns: Returns: Returns = 0; Returns: Returns: Returns = 0; Return	* Description: newInto-Yype = Resigning newInto-Yype = Resigning newInto-Yype = Resigning - New Internation New Into-Yeo N	/ Fill in the data fields / Fill in the data fields newInfo->name = east-stroke		newInfo->status = Backup_Good; /* Treate the new object */	ne/Into-Ytype = REST_FelleMorkItumEnt ne/Into-Ytype = REST_FelleMorkIt	errno))	i ago to or iot 1 no
	scription: This routine copy the info from the source object to the destination. If the source info is the current work-item, update the current	* REST_CopyInfo		the list */ nildren; 1;	child := NULL))	RestoreInfoPtr parent, RestoreInfoPtr Child) /* Pointer used to walk the children */		The parent object The new child object	a child to a parent in a non-sorted order.	REST_Addchild		newInfo->status = EXMANT_GeoChjectStatus (GREST_Handle, object); newInfo->marked = GREST_LObjectMarked (GREST_Handle, object); newInfo->backupfine = 0; newInfo->backupfine = 0;	con; SE; bject;	: */ (EDMRST_GetObjectBaseName (GREST_Handle, object));	newInfo = (RestoreInfoPtr) GUTIL_Malloc (sizeof(RestoreInfoRec)); newInfo->parent = parent; newInfo->children = NULi; newInfo->next = NULi;	THE PERSON NAMED IN COLUMN TO SERVICE AND ADDRESS OF THE PERSON NAMED IN COLUMN TO SE	*!leInfo (GREST_Object object, RestoreInfoPtr parent) /* Now 'nfo greated for the Object */	The allocated data for the given File.	1/2

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y trails always exist */	
else (if (workItemObject = NULL) el
	BOOLES(Um IIII - BOOL_FALSS) / FIRST II was asset mad become ,
<pre>EDMRST_DoesAlternateExist (</pre>	numEntries = 0; /* Bogus value for object count */
/* Check if there is an alternate trail for this template */	GREST_Object objects[1]; /* Bogus buffer to get objects */ long cookie = INIT_COOKIE; /* Ah, the magic cookie */
/* If this is the alternate trail */ if (isAlternate)	
flags = BACKUP_SELECTION_FLAG_COMPLETS_ONLY;	COVERT DOMONIA DOT
else	的不是不是这种的环境,这是有关的,也是有一个有的,也不是这种的是是这种的是是这种的,我们也不是一个一个一个一个一个一个一个一个一个一个一个一个一个一个一个一个一个一个一个
<pre>if (TBUT_GetSelected ((TButPtr)REST_RestoreWin->AllowPartisiButton)) flags = BACKUP SELECTION_FLAG_PARTIAL_OK;</pre>	NUE - If we successfully inited the work-item. NLSE - If we unsuccessfully inited the work-item.
Boolbaum exists: // Flag if this templato/trais exists // secrinc_ty servinc; // Frag if this templato/trais exists // secrinc_ty ethisfine 0; // Most recent time_t thisfine 0; // Most recent time for work-item */ tlangs; 0.7 // Most recent time for work-item */	ze. m't init.
static time_t REST_GatMostRecentWITime (GREST_Object workItemobject, template_transe_ty template, indicate)	"mis routine will initialize a work-item. This can be used so that the routine will initialize a work-item the current work-item and the work-item routines can be called.
2. 经非非非常原本的 经股份的证据 计传播电池 医非阴阳 经净净 医马克斯氏征 医阿斯耳氏 计原始电路 医阿斯特氏试验检检检检检检验检验检验检验检验检验检验检验检验检验检验检验检验检验检验检验	
Returns: The time of the most recent backup, θ if no backups exist.	REST_InitWorkItem
isAlternate (I) - Flag whether or not to use the alternate train	
template (I) - The template to use.	currentWorkItemInfo = destinationInfo;
Ì	to the new version */ *
Discription: This routine will get the most recent backup time for the given work-item in the given template with the given trail.	= sourceInfo->status; = sourceInfo->backupTime;
KEST decidos tracente antimo	ed = sourceInfo->opened; or=Object; *
	<pre>1d */ = esl strdup (sourceInfo->name);)</pre>
<pre>/* Return whether or not we successfully inited the work-item */ return (init);</pre>	
	destinationInfo->children = NULL;
	destinationInfo->perent = NULL;
<pre>/* Free up the object */ EDMRST FreeRestorableObjects (GREST_Handle, objects, 1);</pre>	
	if ((sourceInfo != NULL) && (destinationInfo != NULL))
<pre>/* Successfully inited the work-item "/ init = BOOL_TRUE;</pre>	
*	<pre>void REST_CopyInfo (RestoreInfoPtr sourceInfo,</pre>
oDJects, &numEntries, &nonkial) == E SUCCESS)	***************************************
1, 1	* Returns:
11 ((*errorcoge = Eucks: gethescoraureou)erro (order-romano)	
/* Attempt to get the object */	* sourceArio (I) - The object to copy from * destinationInfo (I) - The object to copy to
<pre>/* Create one object */ if (EDMRST_AllocRestorableObjects (GREST_Handle, objects, 1) == E_SUCCESS)</pre>	
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/	/ Just get out */	, and a second	eerrno; /* Loop Counter */	1
		/* Most recent time found so far */ FFER_LENGTH];	mostRecentTime = 0; /* Most recent ti templates[TEMPLATE_BUFFER_LENGTH];	template_name_ty te
currentIsAlternate = BOOL_TRUE;	currentIsAlter	/* Current alternate flag to use */ /* Current time for work-item */		um
<pre>mostRecentTime = thisTime; STR_Cpy (currentTemplate, templates[i]);</pre>	mostRecentTime = thisTime; STR_Cpy (currentTemplate,	inal is valid */ te to use */	FALS	name_ty
/* Mark this as the most recent backup */	/* Mark this a	/* Original template to use */ /* Original alternate flag to use */	te,	template_name_ty or BoolEnum or
<pre>/* If this time is more recent than what we have so far */ if (thisTime > mostRecentTime)</pre>	/* If this time if (thisTime > m	Ah, the magic cookie */ Number of templates returned */	<pre>cookie = INIT_COOKIE;/* Ah, the magic cookie */ numTemplates; /* Number of templates ret</pre>	long cc
BOOL_TRUE);		ct)	static void REST_GetMostRecentWI (GREST_Object workItemObject)	static void REST_GetMos
<pre>/ 'GET THE MOST RECENT CLIME FOR THE MICETRICE CRAIL '/ thisTime = REST_GETMOSTRECENTNTTIME (WorkItemD)ject,</pre>	thisTime = REST_	/*********/	***************************************	**************************************
				* Returns:
DESCRIPTION OF THE COLLECTION	STR_Cpy (currentTemplate, currentIsAlternate = BOOL_	0	$workItemObject\ (I)$ - The work-item object to initialize	* Parameters: * workItemObject (I)
* Wark this as the most recent backup */	/* Mark this a	riven work-item	This rotten will set the template and trail for the given work-item to the most recent.	to the most recent.
/* If this time is more recent then what we have so far */ if (thisTime > mostRecentTime)	<pre>/* If this time is more recent if (thisTime > mostRecentTime)</pre>			* REST_GetMostRecentWI * Description:
BOOL_FALSE);		****	· /24441F73344F7534467544475444754455344F7344F7344F7344F75444F7544675446754467544675446754467	/**************************************
<pre>/* Get the most recent time for the primary trail */ thisfine = REST_GetMostRecentWITime (workItemObject,</pre>	/* Get the most thisTime = REST_			return (thisTime);
emplates; 1++)	for (i=0; i <numtemplates; i++)<="" td=""><td></td><td></td><td></td></numtemplates;>			
each template */	/* Loop through each template */			` ,
SCOOP AST TO ME AND COMMENT	•		0)	thisTime = 0;
TEMPLATE BUFFER LENGTH, template surrer record templates templates templates		p */ e(GREST_Handle, &thisTime) != E_SUCCESS)	Get the time for this backup */ (EDMRST_GetCurrentBackupTime(GREST_Handle, &this	/* Get the t if (EDMRST_G
' Got the maxt group of templates' ' num'emplates = 0, num'emplates = 0, if (EDMSY_GetTopLowelTomplates (GENESY_GetTopLowelTomplates) workTemplofact,	<pre>/* Get the next group of templates */ numfemplates = 0; if (EDMRST_GetTopLevelTemplates (GRES) work</pre>		<pre>/* Initialize the work-item for this time */ if (REST_InitWorkItem (workItemObject, &eerrno)) (</pre>	/* Initialize if (REST_InitW
/* Keep looping while more templates exist */ emile (cookie != DONE_COOKIE)	/* Keep looping while more to while (cookie != DONE_COOKIE)	== E_SUCCESS)	<pre>/* Got the most recent backup */ if (EDMRST_SetMostRecentBackup (GREST_Handle, flags) == E_SUCCESS) if (EDMRST_SetMostRecentBackup (GREST_Handle, flags) == E_SUCCESS) [</pre>	/* Get the most recent backup */ if (EDMRST_SetMostRecentBackup (
<pre>centTemplate (GREST_Handle,</pre>	<pre>if (EDMRST_GetCurrentTemplate origVelid = BOOL_TRUE; }</pre>		<pre>Initialize the work-item */ (REST_InitWorkItem (workItemObject, &eerrno))</pre>	<pre>/* Initialize the work-item */ if (REST_InitWorkItem (workItem)</pre>
if (REST_InitWorkItem (workItemObject, &eerrno))	if (REST_InitWorkItem	isAlternate) == E_SUCCESS))	isalternate	-
flags = BACKUP_SELECTION_FLAG_COMPLETE_ONLY;	flags = BACKUP_SELE	ect,	workItemObject,	
<pre>if (TBUT_GetSelected ((TButPtr)REST_RestoreWin->AllowPartialButton)) flags = BACKUP_SELECTION_FLAG_PARTIAL_OK; else</pre>	if (TBUT_GetSelected flags = BACKUP_SELE	Þ	/* Set to this template using the given trailset */ if ((exists) && (EDMRST SetTopLevelTemplate (GREST Handle	/* Set to this temp. if ((exists) && (ED)
	- 1			exists = BOOL_TRUE;
REST_GetMostRecentWI Page 50 of 184	Fri Jan 04 15:38:13 2008	Page 49 of 184	REST_GetMostRecentWITime	Fri Jan 04 15:38:13 2008

"Bull learning or any and any and any	Page 32 01 104 July	/gui_restore/restMgr.c 19 Fri Jan 04 15:38:13 2008	Page 51 of 184/gu
restore/restMor.c.20 Fri Jan 04 15:38:13 2008		own as for .	CATOC
Make many representation of the control of the cont	return (returnVal);	/* Flag if alternate exists */	*
		Loop C	Int i:
		/* Templates returned */	
	cookie = DONE_COOKIE;	templates [TEMPLATE BUFFER LENGTH];	remplate name ty template
	/* Just get out */	dues; /* Number of templates returned */	Short numrempraces;
	else	cookie = INIT_COOKIE; /* Ah, the magic cookie */	
	~		
		eerrno_ty *errorCode)	Static BoolEilmi Kest_validacemoinicam (onesi_ovject
			The state of the s
	-	*************	***************
returnVal = REST_InitWorkItem (workItemObject, &eerrno);	returnVal = REST	THE CORP AND ADDRESS OF TAXABLE PARTY.	* BOOK_FARRY - II We did to
	_	If we fid not find a valid workitem	7.17
BOOL_TRUE) == E_SUCCESS)			
templates(i),			
(EDMRST_SetTopLevelTemplate (GREST_Handle,	if (EDMRST_SetTopLe	The work-loss object to interesse: The error code received if we can't init.	* workitemobject(i) - The
	if (exists)		
			* given workitem.
Genitaces(1),		This routine will determine if there are any valid backups for the	* This routine will determ
workItemObject,			* December of
Exist (GREST_Handle,	EDMRST_DoesAlternateExist (GREST_Handle,		* REST_ValidateWorkItem
/* Check if there is an alternate trail for this template */	(* Chack if there is	\##***********************************	/**************************************
FALSE)	if (returnVal == BOOL_FALSE)		¥
	_		-
returnVal = REST_InitWorkItem (workItemObject, &eerrno);	returnVal = REST_Init		,
)
BOOL FALSE) == E_SUCCESS)		me (GREST_Handle, mostRecentTime, flags);	EDMRST_SetBackupForTime (GREST_Har
workItemObject,	1	cent time */	(
/* Set to this template using the given thereof. ; if (EDMRST SetTopLevelTemplate (GREST_Handle,	<pre>/* Set to this remplace if (EDMRST SetTopLevel)</pre>	(workItemObject, &eerrno))	if (REST_InitWorkItem ()
The state of the s		- item */	(* Thirtialism this work-item */
	101 (1-0) (1-100000000000000000000000000000000000	currentIsAlternate) == E_SUCCESS)	
/* Loop Enrough each compace /	/* Loop Engough each companies	currentTemplate,	
Total */			II (DDMGsT_sectobresserrembrase
		template and trail "/	/* Set to the most recent template and trail "/
&cookie) == E_SUCCESS)			
&numTemplates,			if (mostRecentTime (= 0)
TEMPLATE_BUFFER_LENGTH,		8 */	/* If we found any templates
lates (GREST_Handle,	numremplaces = 0;		
:emplates */	/* Get the next group of templates */	= origisAlternate;	currentIsAlternate = orig
	{	original */	/* Set the current to the original */
while ((returnWal == ROOT, FALSE) && (cookie != DONE_COOKIE))	hilo ((returnUal == BOOL FA)		
mplate,	/* Until we find a valid template.	origIsAlternate);	
		REST_GetMostRecentWITime (workItemObject,	mostRecentTime = REST_Get
	returnVal = BOOL_TRUE;	/* Get the most recent time for the original template/trail */	/* Get the most recent ti
	/* got one, wer'e done */	== 0) && origValid)	if ((mostRecentTime == 0) &
[temObject, errorCode)]	<pre>if (REST_InitWorkItem (workItemObject, errorCode))</pre>	recent time and the original was valid */	/+ If we don't have a most
	/+ man = 0.5mm 70 50.57 */		-
/* Flag if we found a valid one */	DOOLDING		cookie = DONE_COOKIE;
	ration	HEST_GetWostnecettwi	Page 51 of 184 HE
REST_ValidateWorkItem Fri Jan 04 15:38:13 2008	Page 52 of 184 RES		

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			/* Else this must be	your everyday work-item */	
* Description:	11 11 11 11 11 11 11 11 11 11 11 11 11		/* Create info = RE	<pre>/* Create the work-item object */ info = REST_CreateWorkItemInfo (workItems(i), parent);</pre>	
* Parameters: * Parent (I) - The parent	The parent object to add work-items for		/* Add th REST_AddC	/* Add the work-item object to the children list */ REST_AddChild (parent, info); /* Name of the work-item */	`
* Returns: * BOOL_TRUE - If BOOL_FALSE - If	If any work-items were added. If no work-items were added.		/* Bump the unused++;	<pre>/* Bump the unused pointer past this one */ unused++;</pre>	
olEnum REST_AddWor	olEnum REST_AddWorkItems (RestoreInfoPtr parent)		else { /* We got an	se /* We got an error, ignore it and get out */ cookie - TANE COOKIE.	
RestoreInfoPtr BoolEnum GREST_Object GREST_Object	info; **New WI info */ **returnValue = BOOL_FALBE; /* *Flag if WIs exist */ **workItems(WORK_ITEM_BUFFEL_ENOTH); /* *Array of WIs */ *unused; */ **unused; */ **unused; */ **Inused; */ **	*	/* Free up the left overs */ if (numEntries < WORK_ITEM_B	COURSE - DOSS_COURSE, /* Free up the left overs */ if (numEntries < WORK_ITEM_BUFFER_LENGTH)	
long short Int char eerrno_ty	cookie = IMIT_COOKIE; (* AN, CDe megic Cookie *, numEntries = 0; /* Munber of Nis Gound */ ; Number of Nis Gound */ . Loop Counter */ wiType of the work-item */ eerro; /* Error Status */		EDMRST_FreeRe	<pre>BDMRST_PreeNestorableObjects (GREST_Handle,</pre>	ntries);
<pre>if (parent != NULL) { /* Get all the work items for while (cookie != DONE COOKIE)</pre>	(parent != NULL) /* Get all the work items for the given client */ while (crock:e != NYNE COOKIE)		else {	Se /* We got an error, ignore it and get out */ cookie = DONE_COOKIE;	
/* Allocate sp if (EDWRST_All)	<pre>/* Allocate space for the next group of work-itmes */ if (EDMRST_AllocRestorableObjects (GREST_Handle,</pre>		<pre>/* Check if we added any work-items returnValue = (returnValue);</pre>	e added any work-items */ (returnValue);	
_	WUNN_TIEM_DUTTER_UERWITH == SUX	E_SUCCESS)	<pre>/* Now that we have all the REST_SortChildren (parent);</pre>	/* Now that we have all the children, sort them */ REST_SortChildren (parent);	
<pre>/* Get the work items numEntries = 0; unused = workItems; if ((eerrno = EDMRST_)</pre>	ms */ T_GetTopLevelObjects (,	/* /* Return if we added any children return (returnValue);	any children */	
	parent = name, WORK_TEM_BUFFER_LENGTH, WORKITEMS, ADMERSTRISES, &COOKIE)] == E_SUCCESS)		* REST_ValidateClient * Description:	RBST_ValidateClient Description:	b.
/* Loop thi for (i=0);	/*.Log through the returned work items */ for (i=0; KrnumEntries; i++) {		* Parameters: * clientName (I) - T	(I) - The name of the client to validate	
/* Get ti	/* Get the work-item type */ wiType = EDMRST_GetWorkItemType (GREST_Handle, workItems[i]);		* Returns: * BOOL_TRUE - If an * BOOL_FALSE - If no	If any work-items can be restored If no work-items can be restored	
'* If this is if ((wiType == (wiType ==	'* IT this is a listener work-item, don't show the user */ if (wiType == WI_TYPE_OLDB_KICKER) (wiType == WI_TYPE_OLDB_LISTENER))	zi	x REAL PROPERTY OF THE PROPERTY AND A STREET OF THE PROPERTY AND A STREET OF THE PROPERTY OF	ol Fourm REST Validate Client (Sty Client Numb)	
/* We c EDMRST	/* Ne don't do any restorals on kicker or listener work items */ EDMRST_FreeRestorableObjects (GREST_Handle, & (workItems[i]), 1);]	BoolEnum i: GREST_Object w	isValid = BOOL_FALSE; /* Flag if WIs exist */ workItems[WORK_ITEM_BUFFER_LENGTH];/* Array of WIs	Ts */

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***************************************	* REST_AddRestorableObjects		~ ~
	return (retVal); }	<pre>/* We got an error, ignore it and get out */ cookie = DONE_COOKIE;</pre>	/* We cooki
	retVal = BOOL_FALSE;		else
ed */	/* Return whether or not the user cancelled */ if (synchFillHandle := NULL) retycal = GALERT_IsCancelled(synchFillHandle); else	/* Free up the objects */ EDMRST_FreeNestorobjects (GREST_Handle, workItems, workItems);	/* Pr EDMRS
outputString);	<pre>/* Update the progress dialog */ GALERT_UpdateMessage (synchFillHandle, outputString);</pre>	/*We got an error, ignore it and get out */ cookie = DONE_COOKIE;	000
	totalTems);		else
ETIT STATIS).	/* Build the new string */ STR_Sprintf (outputString, STR_Sprintf (outputString,		, , ,
nged, update the string */ ATUS_REPORT_COUNT) == 0))	<pre>/* If the number of entries found has changed, update the string */ if ((totalitems > 0) && ((totalitems % STATUS_REPORT_COUNT) == 0))</pre>	svalid = BOOL_TRUE;	
	EVENT_Update ();	/* Attempt to init the workitem, if successful we found one */ if (REST_ValidateWorkItem (workItems[i], &eerrno))	
<pre>REST_GetErrorString (REST_FILL_PROGRESS_TITLE), GICON_GetCon(I_WAIT), outputString, BOOL_TRUE);</pre>	REST_GetErrorString (R GTCON_GetIcon(I_WAIT)), outputString, BOOL_TRUE;	"/ If this is not kicker or listeners work-item, validate it */ ii (wiType i mI_TYPE_OLDB_LISTENER); (wiType i mI_TYPE_OLDB_LISTENER))	
nousWait toreWin,	<pre>/* Initialize the Window */ synchfillHandle = GALERT_DisplaySynchronousWait ((WinPtr)REST_RestoreWin,</pre>	<pre>/* Get the work-item type */ wiType = EDMRST_GetWorkItemType (GREST_Handle, workItems[i]);</pre>	ε\
FILL_STATUS),	<pre>/* Build the new string */ STR_Sprintf (outputString, REST_GetErrorString (REST_FILL_STATUS), totalltems);</pre>	/* Loop through the returned work items */ for (1=0, (isnumEntries) && (isvalid == BOOL_FALSE); i++) {	- for
ems >= STATUS_REPORT_COUNT))	<pre>if ({synchFillHandle == NULL} && (totalTtems >= STATUS_REPORT_COUNT))</pre>	&numEntries, &cookie) == E_SUCCESS)	
outputString[MAX_STRING_LENGTH]; /* Updated string to display */ retVal;	Char outputString[MAX_STRING_LENGT BoolEnum retVal;	Clientwame, WORK_TYEM_BUFFER_LENGTH, WORK_Ttems,	
rt totalItems)	static BoolEnum REST_CheckForFillCancel (Int totalItems)	jects (numEn
*********	***************************************	/* Get the work items */	/* G6
	* Returns: * BOOL_TRUE - If the user has cancelled * BOOL_FALSE - otherwise	WORK_ITEM_BUFFER_LENGTH) == WORK_ITEM_BUFFER_LENGTH) == SUCCESS)	-
	* Parameters: * None.	<pre>/* Allocate space for the next group of work-itmes */ if (EDMRST_AllocRestorableObjects (GREST_Handle,</pre>	/* Allo
er has cancelled the fill and	 Description: This yould will determine if the user has cancelled the fill and This you will update the progress window. 	/* Keep getting workitems for the client until we find a valid one */ while ((cookie != DONE_COOKIE) && (isvalid == BOOL_FALSE))	/* Keep getting while ((cookie
	* REST_CheckForFillCancel	If (clientName != NULL)	if (client)
医胆石管 阿河南南部 计外外语序 中华市岛 医奎宁斯基氏结样的	· 电电阻转换 医神经性结肠 网络哈哈 电电阻电子电阻 医牙骨 医医牙性神经神经神经神经神经神经神经神经神经神经神经神经神经神经神经神经神经神经神经	wilype; /* Type of the work-item */ eerino; /* Error code */	char eerrno_ty
ing restorable */	<pre>/* Return whether or not we found something restorable return (isValid);</pre>	= INIT_COOKIE;	long short Int
nt Fri Jan 04 15:38:13 2008	Page 56 of 184 REST_ValidateClient	REST_ValidateClient	Page 55 of 184

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	/* Free up the left overs */	<pre>/* If this is a directory create the directory object */ if (EDWRST_ISObjectContainer (GREST_Handle, objects[i]))</pre>
)	(
<pre>xt(eerrno)); >errorString,</pre>	<pre>parent->crpc</pre> parent->crtotString = csl_strdup (e_get_error_text(eerrno)); parent->children = REST_CreateErrorInfo (parent->crtotString,	/* Loop through all objects */ for ii=0: icnumEpriss: i++)
	Darent-Styne = REST FailedWorkItem:	&cookie) == E_SUCCESS)
	if (parent->type == REST WorkItem)	objects,
et out	/* * If this was a workitem, flag it as failed and get */ $^{\prime\prime}$	11 (Tecesio - Bombas Jerkestoldosevos teles Versios - Bollose, parent - SeastoreObject, BOLLTRUE, BOLLTRUE
	<pre>/* Get out of the loop */ cookie = DONE_COOKIE;</pre>	
	eerrno);	(CIMBLE 2_MUTTER_LIBRALITY == E_UVCLBAN)
n,	<pre>/* display the error message */ REST_DisplayErrnoMessage ((WinPtr)REST_RestoreWin RULL,</pre>	/ Create the mest group of objects // if (EDMRST_AllorKestorableObjects (GBST_Handle, if (EDMRST_AllorKestorableObjects) pures recommon
CT_ERROR), ->restoreObject));	/* Get the messom to display '/ STR_Sprint (outputString. STR_Sprint (outputString. ESTR_Sprint (profile (mesf_DerM_CONDCT_ERMOR), ESTR_ST_GetObjectFillName() parent->restoreObjecti);	<pre>synchFillHandle = NULL; /* Got all the work items for the given alient '/ while (!REST_CheckForFillCancel (tatalCount) & (cookie != DONE_COOKIE))</pre>
/* String to display */	Char outputString[MAX_STRING_LENGTH]; /* String	/* Initialize the fill handle */
	<pre>if (!REST_IsReReadInProgress()) (</pre>	REST_GetMostRecentWI (parent->restoreObject);
	/* * If this is not a re-read, display an error * (else it would be displayed twice) */	/ If we are not updating the date, get the most rescent work-item '/ If (parent->type == REST_Morbitem) &k (tupdatingDate)
	else	t != NULL)
		rno tv eerrno;
	<pre>/* Bump the unused pointer past this one */ unused++;</pre>	Int iotalCount = 0; /* Munder of objects returned '/ Int totalCount = 0;
	/* Add this child to the parent */ REST_AddChild (parent, info); toEsiCount+v returnValue = BOOL_TRUE;	oreInfoPtr info; Enum returnValue = BOOL_FALSE; T_Object objects[OBJECTS_BUFFER_LEN T_Object 'unused; T_Object 'unused;
:);	<pre>info = REST_CreateFileInfo (objects[i], parent);</pre>	BoolEnum REST_AddRestorableObjects (RestoreInfoPtr parent)
e a ±11e */	/* Else this is an unknown object, treat it like a tile else {	***************************************
	reateFileInfo (obje	* Returns: * BOOL_TRUE - If any children were added. * BOOL_FRUSE - If no children were added.
t */ ects[i]))	<pre>/* If this is a file create the directory object */ else if (EDMRST_IsObjectLeaf (GREST_Handle, objects[i]))</pre>	* Parameters: * parent (I) - The parent object to get the children of.
parent);	<pre>(info = REST_CreateDirectoryInfo (objects[i], parent); }</pre>	Description: This routine will add restorable objects for the given parent object.
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/* Go to the next child */	Ordani	
	default:	def
itemFullName, tmpInfo, getChlidren);	breek;	0"
foundInfo = REST_FindInfoInChildren(case REST_File:	cas
		J' 1
GING IF (CIMPETED TOTAL TOTAL THROUGH A. STRONG THROUGH A.))	Case Masi_Directory:	2000
/* If this could be the parent, the check its children "/	break;	0
	REST_AddRestorableObjects (parent);	×
_	case REST_WorkItem:	cas
foundInfo = tmpInfo;		0.
Control of the contro	REST_AddWorkItems (parent);	200
<pre>/* Check if this is the one */ if (GTB Own (itemEnllName, REST GatFullName (tmpInfo)) == CMP EOUAL)</pre>	Dron Client	-
	switch (parent->type)	switc
While ((roundings == Nobb) &x (depines := Nobb)	/* Call the correct add routine based on type */	· ·
/* Loop through the children */ tmpInfo = parent-children; tmpInfo = parent-children; tmpInfo = parent-children;	(parent != NULL)	if (par
	ADIC MERITORIFFORM (DESCAPETITALE DATETIO)	()
/* Set the flag back */		
	中国大学者在这种中的的是公司的对外的现代传统的原始的对外的原始的原始中国的原始中国的国际的原始的原始的原始的原始的原始的原始的原始的原始的原始的原始的原始的原始的原始的	********
<pre>/* Add the child objects */ REST CreateInfoChildren (parent);</pre>	urns:	* Returns:
updatingDate = BOOL_TRUE;		*
<pre>/* Set the flag so that the objects aren't displayed */</pre>	Parameters: parent (I) - The parent object to get the children of:	* Parame
/* If there are no children yet, add them (but don't display) */ if (getChildren && (parent->children == NULU) && (parent->type != REST_File))	Description: This routine will create the children for the given object.	* Descri
if (parent != NULL)	* REST_CreateInfoChildren	* REST_C
REST_StandardizePath(itemFullName);)
ResidieTificator formerino - word, / wareness resource /	/* Return whether or not we found children */	/* Return
(RestoreInfoPtr tmpInfo; /* Pointer to walk the children with */ PostrovaTnfoPtr foundInfo = NULL: /* Matching info found */		_
RestoreinfoPtr REST_FindInfoInChildren (Str temPoilName, bestoreinfoPtr parent, bestoreinfoPtr parent, getChildren)) /* Now that we have all the children, sort them */ REST_SortChildren (parent);	/* No
***************************************	synchFillHandle = NULL;	syı
THE TORRE OF MANY AT HAN WOMEN	GALERT_CancelSynchDialog (synchFillHandle);	GAJ
	<pre>/* The fill handle is not NULL, remove the progress window. */ if (synchfillHandle != NULL)</pre>	/* 25 1f (s
* parent (I) - The parent object to start the search from. * getChildren (I) - Flag if new children should be created if necessary		J.
* Parameters: * itemPullName (I) - The full name of the object to be found.	/* Got an error, ignore it and get out */ cookie = none_cookiE;	-
* Description: This routine will find the info object for the given full child name.	40 A A A A A A A A A A A A A A A A A A A	- el-
/NESS_FindInfoInChildren	ELMNST_FreekesTOZEDIAOD]eCTS (WREST_HENGIA, OBJECTS_BUFFER_LENGTH - numEntries);	
	numEntries < ORIECTS RUSERR LENGTH)	
Page 60 of 184 REST_CreateInfoChildren Fri Jan 04 15:38:13 2008	59 of 184 REST_AddRestorableObjects Fri Jan 04 15:38:13 2008	Page 59 of 184

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                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            void REST_StartClientList (void)
                                                                                                                                                                                                                                                                                                                                 * REST_AddClient
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  Fn Jan 04 15:38:13 2008
                                                                                                                                                                                                                                                                     Description:
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 /* If there is already a list, free it up */
if (currentClientDist != NULL)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 RestoreClientPtr currClient; /* Current client pointer to walk the list */
RestoreClientPtr nextClient; /* Next client in the list */
                                                                                                    Returns:
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   return (foundInfo);
                                                                                                                                                                                Parameters:
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              Returns.
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         REST_StartClientList
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 /* Return the found object or NULL if not found
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  Description:
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      currentClientList = NULL;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                while (currClient != NULL)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          /* Set the current Client list to NULL */
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         /* Loop until there are no more clients */
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           currClient = currentClientList;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    /* Start at the beginning of the list */
                                                                      None.
                                                                                                                                                      clientName (I) - name of the client to add
                                                                                                                                                                                                                                            This routine will add a client to the global client list.
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               None
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     None.
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     This routine will initialize the global client list, the old client list if it existed.
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               currClient = nextClient;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     GUTIL_Free
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          nextClient = currClient->next;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        /* Go to the next client */
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              /* Free up this client */
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   /* Save the next client pointer */
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     tmpInto = tmpInto->next;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     ((VoidPtr)currClient);
./gui_restore/restMgr.c 29
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  REST_FindInfoInChildrer
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    It will free up
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                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             Page 61 of 184 Fri Jan 04 15:38:13 2008
          Fri Jan 04 15:38:13 2008
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  void REST_StartWiList (void)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         void REST_AddClient (Str clientName)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               RestoreWorkItemPtr nextWI;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           RestoreWorkItemPtr currWI;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            if (currentWIList != NULL)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      /* If there is already a list, free it up */
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               Returns:
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              Description:
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           REST_StartWilist
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          if (currentClientList != NULL)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                newClient->next = NULL;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    newClient = (RestoreClientPtr) GUTIL_Malloc (sizeof(RestoreClientRec));
STR_Cpy (newClient->clientName, clientName);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     /* Create the new client */
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        RestoreClientPtr newClient; /* The new client info */
RestoreClientPtr newClient; /* Pointer to walk the current list with */
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     Parameters:
                                                                                                                                                                                                                                                                                                                            while (currWI != NULL)
                                                                                                                                                                                                                                                                                                                                                           /* Loop until there are no more WIs */
                                                                                                                                                                                                                                                                                                                                                                                                                       currWI = currentWIList;
                                                                                                                                                                                                                                                                                                                                                                                                                                                /* Start at the beginning of the list */
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        currentClientList = newClient;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 nextClient->next = newClient
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          while (nextClient->next != NULL)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   nextClient = currentClientList;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 None.
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       None.
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       the old work item list if it existed
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                This routine will initialize the global work item list.
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    attach the new client to the end of the list */
                                                                      currWI = nextWI;
                                                                                                                                                      GUTIL_Free ((VoidPtr)currWI);
                                                                                                                                                                                                                                            nextWI = currWI->next;
                                                                                                                                                                                                                                                                     /* Save the next WI pointer */
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   nextClient = nextClient->next;
                                                                                                    /* Go to the next WI */
                                                                                                                                                                                /* Pree up this WI */
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             /* Current WI pointer to walk the list */
/* Next WI in the list */
./gui_restore/restMgr.c 30
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             REST_AddClient
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               It will free up
     Page 62 of 184
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             Page 62 of 184
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```
static BoolEnum REST_UnmarkProgressCB (unsigned long totalMarks)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               void REST_AddWi (Str wiName)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    Page 63 of 184
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               RestoreWorkItemPtr newWI; /* The new WI info */
RestoreWorkItemPtr nextWI; /* Pointer to walk the current list with */
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                if (currentWIList := NULL)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    newWI->next = NULL;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               STR_Cpy (newWI->wiName, wiName);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           newWI = (RestoreWorkItemPtr) GUTIL_Malloc (sizeof(RestoreWorkItemRec));
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               /* Create the new work item */
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  Description:
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  REST_UnmarkProgressCB
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           /* attach the new work item to the end of the list */
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       Parameters.
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     currentWIList = newWI;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        Recurns:
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   Parameters:
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              Description:
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       REST_AddWi
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              nextWI->next = newWI;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    while (nextWI->next != NULL)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                nextWI = currentWIList;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   currentWIList = NULL;
                                                                                                                                                                                                                                                                                                                                                            BOOL_FALSE - If the user cancelled the operation
                                                                                                                                                                                                                                                                                                                                                                                              BOOL_TRUE
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  totalMarks (I) - the number of unmarked items
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      This routine will report current unmark progress to the user
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            None.
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        wiName (I) - name of the work item to add
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   This routine will add a work item to the global work item list.
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      /* Set the current WI list to NULL */
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             nextWI = nextWI->next,
                                           outputString (MAX_STRING_LENGTH);
                                                                                                                                                                                                                                                                                                                                                                                                       If the unmark operation should continue
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        REST_StartWiList
                                                    /* Message string to display */
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        Fri Jan 04 15:38:13 2008
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           BoolEnum REST_MarkRestorableObject (GREST_Object
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        Page 64 of 184
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  <u>│ 50 $2.66 $4.66 $2.66 $4.66 $2.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66 $4.66</u>
                                                                                                                                                                                                                                                                                                                                                                                                       Str fullName; /* Full name of the object */
boolean_ty interrupt = BOOL_FALSE; /* Flag to interrupt operation */
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        Char
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   eerrno_ty
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       BoolEnum
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             return (! GALERT_IsCancelled(synchMarkHandle));
                                                                                                                                                                                                                                                                     if ((restoreObject != NULL) && (numberMarked != NULL) && (
                                                                                                                                                                                                                                                                                                                /* Validate the object */
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           u_long
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 /* Return whether or not the user cancelled */
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     erse
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        if (synchMarkHandle == NULL)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          STR_Sprintf (outputString, REST_UNMARK_PROGRESS_FORMAT),
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          Returns
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          Parameters:
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              Description:
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             REST_MarkRestorableObject
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     GALERT_UpdateMessage (synchMarkHandle, outputString);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      BOOL_TRUE - If the object was marked successfully
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 restoreObject (I) - the object to mark backupfime (I) - the time of the backup for the object
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 This routine mark the given restore object
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            synchMarkHandle = GALERT_DisplaySynchronousWait
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        /* Initialize the window */
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           BOOL_FALSE - otherwise
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          numberBad
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      numberMarked
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    markedOthers = 0;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               markedDirs = 0;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           markedFiles = 0;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               permDeniedFiles = 0; /* Number of permission denied files */
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   badFiles = 0;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        outputString[MAX_STRING_LENGTH];
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               marked = BOOL_FALSE; /* Flag if marking was successful */
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                totalMarks = 0;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       totalMarks);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      (0) - the number of marked items
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          (0) - the number of bad items marked
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        ((WinPtr)REST_RestoreWin.
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 REST_UnmarkProgressCB
./gui_restore/restMgr.c 32
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    outputString,
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        GICON_GetIcon(I_WAIT),
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    REST_GeterrorString (REST_UNMARK_PROGRESS_TITLE)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         SOOP TROES
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    /* Number of marked other types */
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               /* Number of marked directories */
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        /* Number of total marks */
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    /* Number of marked files */
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   /* Number of bad files */
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   /* Error Status */
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        /* Error string to display */
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                *numberBad)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    *numberMarKed
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    restoreObject.
                 Fri Jan 04 15:38:13 2008
                                                                                                                                                                                                                         numberBad != NULL))
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 Fri Jan 04 15:38:13 2008
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*numberBad = bad@iles; Se	*nu else			if (eerrno == E_SUCCESS)
<pre>/* Set the marked and bad count */ 'numberMarked = markedPiles + markedDirs + markedOthers; if (REST_MarkBadFiles) {</pre>	/* Se *numb if (R			
If there is no error, update the marked data */ (eerrno == E_SUCCESS)	/* If t if (eer		ect (GREST_Handle,	/* Mark the object */ eerrno = EDMRST_MarkObject
<pre>GALERT_CancelSynchDialog (synchMarkHandle); synchMarkHandle = NULL;</pre>	GAL syn		<pre>/* Return that the object wasn't marked */ OUTIL_Free (fullName); return (BOOL_FALSE);</pre>	<pre>/* Return that the ob) GUTIL_Free (fullName); return (BOOL_FALSE); }</pre>
GICON_GetHerning(), REST_GetHerorString(REST_MARK_CANCELLED_MESSAGE));	Ų.	ERROR_INDEX),	GALERT_DisplayError ((WinPtr)REST_RestoreWin, REST_GetErrorString (REST_ERROR_INDEX), GTOOM_GetError(), outputString);	GALERT DispleyError
E (GALERE_SEGENCELIE (Synchkorkkandle)) /* Digplay the warning message // /* Digplay the warning message // GALERE_DisplayError (Winter) ISSET_MentoreWin, REST_GREET_CONSTRING (REST_MARK_CANCELED_TITLE),	- if	DR),	user it can't be marked */ outputString, REST_GetErrorString (REST_MARK_ERROR), fullName); se error message */	/* tell the user it can't be marked STR.Sprinft GoutputString, REST_GebororString (RE tillMame); /* Display the error message */
if (synchMarkHandle != NULL)	if (s	object))	/* Make sure the object is markable */ /if (GREST_IsobjectMarkable (GREST_Handle, restoreObject)) (<pre>/* Make sure the object is markable */ if (!GREST_ISObjectMarkable (GREST_Han) (</pre>
/* Determine if the user cancelled yet */ /* Determine if the user cancelled (synchMarkHandle); interrupt = GALERT_ISCancelled(synchMarkHandle);)	kup time */	If time zero was passed, mark at the current backup time */ (backupTime == 0)	<pre>/* If time zero was pas if (backupTime == 0) (</pre>
else else (GALEYE_UpdateMessage (synchMarkHandle, outputString); }	~		nt mark handle to NULL */	} /* Initialize the current mark handle to NULL synchMarkHandle = NULL;
((synchbarbkindle == NUL)) (/* Initialize the window // synchbarbkindle = GALEST_DisplaySynchronousWalt (MinEr_) Rest_Gestroesting REST_DARK_PROGRESS_TITLE), GEORG Gestroot_LMAIN; GOOD_TRUE); BOOL_TRUE);		edin, edin, REST_MAME_MARKED_MANING), RE_REfirmative)	e wents to continue an on (WinPt:)REST_Restor REST_GetErrorString GICON_GetWarning(), outputString, BOOL_FALSE)!= GALE	/* Ask the user if herait if (GALERT_DisplayQuesti if (GTIL_Free [fullNums); return [BOOL_FALSE); }
<pre>collects = markedFiles + markedFiles + markedOthers; if (collAddrie = NEST_MARK_THRESHOLD) STN_Sprintf (outputString, collAddrie); collAddrie);</pre>	(if to	d */ D_FORMAT),	(REST_indemsealected (fullAmme)) (REST_indemsealected (fullAmme)) Fig.l printf (outputString), STR_Sprintf (outputString), Inlinemseal),	<pre>if (REST_IsNameSelected (fullName)) { /* Tell the user the object name STX_Sprintf (outputString, REST_GetErrorString fullName);</pre>
ape menter i ess, anarkedrise; anarkedrise; anarkedrise; anarkedrise; anarkedrise;	-	Warne (GREST_Hendle, restoreObject));	ectFull1	fullName = esl_strdup (EDMRST_GerObj REST_StripDirectoryChars (fullName);
	whil	user attempts to	• Check if an object by this name is alread selected and warn the user before marking it. This can happen if the user attempts to "mark the same file backed up at different times."	* Check if an object by the user before marking it. * mark the same file backs */
Fri Jan 04 15:38:13 2008 REST_MarkRestorableObject Page 66 of 184	Fri Jan 04 1	Page 65 of 184	REST_MarkRestorableObject	Fn Jan 04 15:38:13 2008

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1,	ere is no error	DEL */	alize
	ì		
	~	<pre>if ((restoreObject != NULL) && (numberMarked != NULL) && (</pre>	if ((restoreObject !=
	<pre>GALERT_CancersynchDialog (synchMarkHandle); synchMarkHandle = NULL;</pre>	*/	/* Validate the object */
		interrupt = BOOL_FALSE; /* Flag to interrupt operation */	boolean_ty interrupt = BOO
ring (REST_UNMARK_CANCELLED_MESSAGE));	REST_GetErrorString (REST_U		
REST_UNMARK_CANCELLED_TITLE),	GICON_GetWarning(),		
torewin,	/* Display the warning message */ GALERT_DisplayError ([WinPetr]REST_RestoreWin, REST_GetErrorString (unmarked = BOOL_FALSE; /* Flag if marking was successful */ outputString[MAX_STRING_LENGTH]; /* Error string to display */ sectio; /* Error Status */	Ey III
3))	<pre>if (GALERT_ISCancelled (synchMarkHandle)) {</pre>		
	<pre>if (synchMarkHandle != NULL) {</pre>	<pre>boolEnum REST_UnmarkRestorableObject (GREST_Object restoreUbject,</pre>	colEnum REST_UnmarkRes
		*	***************************************
<pre>st */ tarkHandle);</pre>	/* Determine if the user cancelled yet */ interrupt = GALERT_IsCancelled(synchMarkHandle);	If the object was unmarked successfully otherwise	* BOOL_FALSE - otherwise
rie, ourporarring),	GALERT_updatemessage (synchmatkhandle, outputsting);		
	else (the object to mark the time of the backup for the object the time of the backup for the object the number of marked items the number of bid items marked 	keď
Â	GICON_GELLOCN(I_MALT), outputString, BOOL_TRUE;	SOLAPLANT: SOLAR LIMBAR the given restore object. STATEMENTS:	* This routine unmar * Parameters:
REST_UNMARK_PROGRESS_TITLE),	REST_GetErrorString	Object	* REST_UnmarkRestorableObject
chronousWait	<pre>/* Initialize the window */ synchMarkHandle = GALBERT_DisplaySynchronousWait synchMarkHandle = GALBERT_DisplaySynchronousWait</pre>	\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\	************
	<pre>if (synchMarkHandle == NULL) (</pre>	or not the object was marked */	/* Return whether or return (marked);
	totalMarks);		,
(outputString, REST_UNMARK_PROGRESS_FORMAT),	<pre>{ STR_Sprintf (outputString, REST_GetBrrorString (RES</pre>	3	GUTIL_Free (fullName);
			_
+ markedOthers;	totalMarks = markedFiles + markedDirs + if (totalMarks > REST_MARK_THRESHOLD)	outputString,	
EP_RB_RECOVER_RPC_INCOMPLETE)		REST_DisplayErrnoMessage ((WinPtr)REST_RestoreWin,	REST_DisplayErrno
&markedFiles, &markedDirs, &markedOthers)) ==		(outputString, RBST_MARK_ERROR), RBST_GetErrorString (RBST_MARK_ERROR), full Name):	STR_Sprintf (outp
(GREST_Handle, interrupt, &badFiles,	while ((eerrno = EDMRST_GetUnmarkResults	/* Else display an error message to the user */ sise	/* Else display an else
	if (eerrno == K_SUCCESS)		}
		<pre>/* Successfully marked, add the object to the selection list */ RSST_SalectRestorableTem (restoreObject, backupTime); marked = BOOL_TMUS;</pre>	<pre>/* Successfully marked, REST_SelectRestorableIt marked = BOOL_TRUE;</pre>
	eerrno = EDMRST_UnmarkObject (GREST_Handle) - negradumit.
	synchMarkHandle = N		
ect Fri Jan 04 15:38:13 2008	Page 68 of 184 REST_UnmarkRestorableObject	REST_MarkRestorableObject Fri Jan 04 15:38:13 2008	Page 67 of 184

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**********/		200-1-00-1-01-01-01-01-01-01-01-01-01-01-	T. 1-04 15:00:40 0000	1
	中午中午年中午中年中午中午中午中午中午中午中午中午中午中午中午时午记记到过过过过过过过过过过过过过过过过过过过过过过过过过过过过过过过过过过	_		^
	* None.			if (info
	* Returns:	next object */	nextChild;	RestoreInfoPtr
	* numberBad - The number of bad files unmarked	: was successful */		i i
	* info - The info object to unmark * numberMarked - The number of marked objects		thisMark = BOOL FALSE:	BoolEnum
	* Parameters:		long *numberBad)	
	* Description: * This routine will unmark the given info object		preInfoPt	BoolEnum RE
	A STATE OF THE STATE OF THE STATE OF	/********	**************************	* * * * * * * * * * * * * * * * * * * *
***************************************	* REST Inmark[1]f0		***	* Returns: * None.
	return (thisMark);		numberBad - The number of bad files unmarked	* number
			- The info object to unmark - The number of marked objects	* info
	<pre>/* Update the mark flags for all objects */ REST_UpdateObjectMarks (currentWorkItemInfo);</pre>		scription: This routine will unmark the given info object rameters:	* Description: * This routi * Parameters:
	<pre>/* Move on to the next child */ nextChild = nextChild->next; }</pre>	***************************************	REST_MARK.Info	* REST_MarkInfo
izk */	/* Add in the number of bad files for this mark * *numberBad = *numberBad + thisBad; }		/* Return whether or not the object was unmarked */ return (unmarked);	/* Return return ()
numberMarked,	number			
ild->restoreObject,	thisMark = REST_MarkRestorableObject (nextChild->restoreObject,		eerrno);	
	/* Mark this child */ if (inextChild->marked)		<pre>/* Display the error message */ REST_DisplayErrnoMessage ((WinPtr)REST_RestoreWin, NULL,</pre>	/* D REST
	/* Loop through and mark all the children */ nextChild = info->children; while (nextChild != NULL) (ικ), restoreObject));	/* Create the error string */ STR_Sprintf (outputString (REST_UNABLE_TO_UNMARK), REST_GetDrjectFullName (GNEST_Handle, restoreObject)); EDMSST_GetObjectPullName (GNEST_Handle, restoreObject));	/+ C
	/* Set the flag back */ updatingDate = BOOL_FALSE; }	/* Error output string */	outputString [MAX_STRING_LENGTH];	Char
	<pre>/* Add the child objects */ REST_CreateInfoChildren (info);</pre>		/* Else display an error message to the user */	/* Els
played */	<pre>/* Set the flag so that the objects aren't displayed */ updatingDate = BOOL_TRUE;</pre>		<pre>/* Deselect the object */ REST_DeselectInfo (restoreObject, backupTime);</pre>	/* L REST
	if (info->children == NULL)			-
rkItem))	else if ((!info->marked) && (info->type == REST_WorkItem))		*numberHad = 0:	
90,	numberBad);		*numberBad = -badFiles;	else "n
oreObject,	thisMark = REST_MarkRestorableObject (info->restoreObject 0,		if (REST_MarkBadFiles) {	- in
EST_Directory)))	if ((!info->marked) && ((info->type == REST_File) (info->type == REST_Directory)))	rs:	<pre>unmarked = BOOL_TRUE; unmarked = markedFiles + markedDirs + markedOthers;</pre>	mu. serun
rable object */	/* If this is a file or a directory mark the restorable object */		if (eerrno == E_SUCCESS)	if (ee

111 0011 04 10.00.10 2000	Fage /2 01 164yui_lestole/restmgi.c 40	Page /1 of 184gui_restore/restingr.c 39 Fri Jan 04 15:38:13 2000 Fri
SWI, ICON_SMALL);	cItemIcon = GI	ove on to the next child */
OCT TENIN TOON CMALLS.	/* Get the icons used */	*numberBad = *numberBad + thisBad; *numberBad = thisBad;
ionsTab,	<pre>GTNB_addPanelPan(KEST_Teabobject,</pre>	currentHackupTime, numberWarked, &thisBad);
υ,	(TButPtr)REST_RestoreWin->MediaTab	Object,
sPanel); maryTab,);	Y set lup tim take y GYBL objInit (REST_RestoreWin->TabePanel); REST_TabObject GYBL objInit (REST_RestoreWin->MarkSummaryTab. GYBL perl SEST_RestoreWin->MarkSummaryTab. GYBL addPanelPair(REST_RestoreWin->MarkSummaryPanel); GYBL addPanelPair(REST_RestoreWin->MarkSummaryPanel);	the children */
re", "TrailNames");	7 - USE LIKE SELIMY 1.50 OF LANGE NAMED 7 TrailNames*); REST_TrailNameList = (SttlPtr)RES_LoadInit ("restore", "TrailNames*);	/* Set the flag back */ updatingDate = BOOL_FAISB;
	REST_RestoreWinLoadInit ()	/* Add the child objects */ REST_CreateInfoChildren (info);
	/* Initialize the File Manager */ GFMGR_Initialize ();	/* Set the flag so that the objects aron't displayed */ updatinghate = BOOL_TRUE;
	/* Initialize the option flags */ /* Institution flags = DOL_TRUE; REST_Showbidfles = BOOL_TRUE; REST_MarkBadfiles = BOOL_FALSE; REST_MarkBadfiles = BOOL_FALSE;	: use time zero */
	/* Start off clean */ currentWorkItemInfo = NULL;	/* Set the backup time to the current backup time */ if ((eerrno = EDMRST_GetCurrentBackupTime) (GREST_Handle, ¤tBackupTime)) != 0)
/* New window labe	Str nostwame; Char windowLabel[2 * GMAX_HOSTNAME_LENGTH];	} else if ((info->marked) && (info->type == REST_WorkItem))
/* Initial sort type */	I_SortType	-
	void REST_Initialize (void)	ř
****************/	, None.	/* lhmm I guess we just use time zero */ currentBackuplime = 0;
	Farameters: None. Returns:	// ser the beckup time to the current backup time */ if ((eerrno = EDMRST_GetCurrentBackupTime() if () GREST_Mandle, ¤tBackupTime() i = 0)
sstore. It will values.	Description: This routine will initialize all components of restore. It will this routine will initialize all components of restore. It will load the window resources and set up all default values.	/* remove the item from the list */ if (info->marked) &&SST_File) (info->type == REST_Directory)))
	REST_Initialize	if (info != NULL)
口袋花 电断线电路 网络水杨属 医水杨属	return (thisMark);	eerring. Ly secritio; // zeruf Sackbury / time_t // Time of the current backup // time_t of bad files in a mark // long long // Number of bad files in a mark //
	<pre>/* Update the mark flags for all objects "/ REST_UpdateObjectMarks (currentWorkItemInfo);)</pre>	thisMark = BOOL_FALSE; /*
	Hexicultid = Hexicultid-Hexic	BoolEnum REST_UnmarkInfo (RestoreInfoPtr info, long 'numberNarked, 'numberEad)
Fri Jan 04 15:38:13 2008	Page 72 of 184 REST_UnmarkInfo	Page 71 of 184 REST_Unmarkinfo Fn Jan 04 15:38:13 2008 F
		A comparement of the comparement

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rue, then the 1g so there is	with the current restore session. If the resetFlag is true, then the current marks will be unmarked. If False, we are exitting so there is no need.	* with the current r * current marks will * no need.	***************************************	, REST_Display	* REST_Display
assosicated	free up all memory and clear all lists	* Description: * This routine will	BACKUP_EXCLUDE_CHARS);	reeStyle (REST_RestoreWin->TemplateBox,BACKUP_EXCLUDE_CHARS);	GUTIL_CBOX_AllowFreeStyle (RE
7 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8) * REST ClearSession	/*************************************	hostNeme); 3E));	GUTIL_SetDefaultWindowfile (WinDer) REST_RestoreWin, hostName); WIN_SetIcon ((WinPtr)REST_RestoreWin, GICON_GetIconBySize (I_RESTORE, ICON_LARGE));	GUTIL_SetDefaultW WIN_SetIcon ((Win GICO)
	<pre>anager */ etFMgrContext());</pre>	<pre>/* Display the file manager */ GFMGR_Display (REST_GetFMgrContext());</pre>		and Took Inhola */	hostName = NULL;
	ng ("");	<pre>/* Nothing is selected */ REST_SetSelectionString ("");</pre>		'. Decemble 11 we want to show the citemi name '/ [f (REST_RestoreFromClient) hostName = REST_RestoreClient; slse	if (REST_RestoreFromClient) hostName = REST_RestoreClient; else
	<pre>/* Initialize the state of the buttons */ REST_LBoxSelectionNfy (NULL); REST_UpdateRemoveButtons ();</pre>	<pre>/* Initialize the state of the REST_LBoxSelectionNfy (NULL); REST_UpdateRemoveButtons ();</pre>	tton,	((TButPtr)REST_RestoreWin->MarkBadButton REST_MarkBadFiles);	TBUT_SetSelected
	<pre>/* Start off with any clients */ REST_ShowClients (&currentClientList, currentWIList);</pre>	<pre>/* Start off with any clients */ REST_ShowClients (&currentClient</pre>	utton,	REST_ShowHiddenFiles); TBUT_SetSelected ((TButPrr)REST_RestoreWin->BadFilesButton, REST_ShowBadFiles);	TBUT_SetSelected
tton, BOOL_TRUE);	TBUT_SetSelected ((TButPer)REST_RestoreWin->AllowPartielButton, BOOL_TMUB); TED_SetSet ((TEGDer)REST_RestoreWin->RestorEstremStreen, "1); TED_SetSet ((TEGDer)REST_RestoreWin->RestoreSizeTizen, "1); TED_SetSet ((TEGDer)REST_RestoreWin->BadFilesText, "1); TED_SetSet ((TEGDer)REST_RestoreWin->BadFilesText, "1);	TBUT_SetSelected ((TE TED_SetStr ((TEdPtr)R TED_SetStr ((TEdPtr)R TED_SetStr ((TEdPtr)R		bed to the the options to their initial states */ * Initialize the options to their initial states */ * Initialize the options to their initial states */	break;
	_exit (-1); } exit (-1); /* for hurrons and labels to default values */	_exit (-1);	SortButton, BOOL_TRUE);	PSUT_SetSelected ((TButPtr)REST_RestoreWin->OwnerSortButton, BOOL_TRUE)) break. break. fall:	TBUT_SetSelec break; default:
FAILURE),	REST_GetErrorString(REST_INIT_FAILURE),		Charles and Charle	DOULDSUBERCORD (VIDUOLER/NEWS_NEGERO) PRODUCTION POST AND PRODUCTION PRODUCTI	break;
	/* Couldn't initiatize, nothing we can do: */ REST_DisplayErrnoMessage (WinPtr)REST_RestoreWin, NULL,	/* Couldn't initia. REST_DisplayErrnoMe	ortButton, HOOL TRUE):	* CONTRACTOR NEGROUP NOT THE CONTRACTOR OF THE C	case REST_BySize:
			ortButton, BOOL_TRUE);	se REST_ByDate: TBUT_SetSelected ((TButPtr)REST_RestoreWin->DateSortButton, BOOL_TRUE);	case REST_ByDate: TBUT_SetSelecte
3_SUCCESS)	sstoral */ _Initialize (GUTIL_GetThisHost (), _GREST_Handle, _CONNECT_TIMEOUT_SEC)) = E_SUCCESS)	/* Initialize this restoral */ if ((eerrno = EDMRST_Initialize	ortButton, BOOL_TRUE);	break; se REST_ByType: profin_SetSelected ((TButPtr)REST_RestoreWin->TypeSortButton, BOOL_TRUE);	break; case REST_ByType: TBUT_SetSelecto break;
	INTE;	/* Reset the current into */ currentWorkItemInfo = NULL;	ortButton, BOOL_TRUE);	se REST_ByName: TBUT_SetSelected ((TButPtr)REST_RestoreWin->NameSortButton, BOOL_TRUE);	<pre>case REST_ByName: TBUT_SetSelecte</pre>
	eerrno; /* Error Status */	eerrno_ty eer	ort type */	' Initialize the sort radio buttons to the initial sort type sortType = REST_LectSort (); which (sortType)	<pre>/* Initialize the sort radi sortType = REST_GetSort (); switch (sortType)</pre>
******/	derementation (void)	word segm manuay (word)		e();	REST_SearchInitialize (); REST_SelInitialize ();
		* Returns: * None.		/* Initialize the other restore pieces */ REST_UtilInitialize (); REST_FileInitialize ();	<pre>/* Initialize the other REST_UtilInitialize (); REST_FileInitialize ();</pre>
		* Parameters: * None.	RNING, ICON_SMALL); CON_SMALL);	REST_FailedIcon = GICON_GetIconBySize (I_ERROR, ICON_SMALL); REST_FailedIcon = GICON_GetIconBySize (I_ERROR, ICON_SMALL);	REST_MissingChild REST_FailedIcon
nitial state. yed or whenever It assumes the not reset user	the restore window in an i time the window is displa st to the initial state. ady been loaded. It does	* This routine will display * This can be used the first * the window needs to be res * window resources have alrea * selections for preferences	ED. TOON_SMALL); , ICON_SMALL); , TOON_SWALL); , TCON_SMALL); , TCON_SMALL);	<pre>m strOwN_GetConBySize (LDNRCLOSED, ICON_SMALL); m strOwN_GetConBySize (LTROPEN, ICON_SMALL); strOwN_GetConBySize (LFILE, ICON_SMALL); strOwN_GetConBySize (LFILE, ICON_SMALL); strOwN_GetConm_US_Size (LEEX_, ICON_SMALL); strOwN_GetConm_US_Size (LEEX_,ICON_SMALL); strOwN_GetConm_US_Size(LEEX_,ICON_SMALL); strOwN_GetConm_US_SIZE(LEEX_,ICON_SMALL); strOwN_GetConm_US_SIZE(LEEX_,ICON_SMALL); strOwN_GetConm_US_SIZE(LEEX_,ICON_SMALL); strOwN_GetConm_US_SIZE(LEEX_,ICON_SMALL); strOwN_GETCONM_GETCONM_US_SIZE(LEEX_,ICON_SMALL); strOwN_GETCONM_US_SIZE(LEEX_,ICON_SMALL); strOwN_GETCONM_US_SIZE(LEEX_,ICON_SMALL); strOwN_GETCONM_US_SIZE(LEEX_,ICON_US_SIZE(LEEX_,I</pre>	REST_DirOpenIcon REST_FileIcon REST_FileIcon REST_CheckIcon REST_BadIcon
4	inco - property	* Description:	D_WORKITEM, ICON_SMALL);	REST_FailedWorkItemIcon = GICON_GetIconBySize (I_UNUSE	REST_FailedWorkI

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REST_Initialize

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REST_Display

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rage /3 of 184 ncol_Creationssion in oal of 10.00.13 2000	rage /o of for	mi 01 10:00:10 Loc-
* Parameters:	return (BOOL_FALSE);	
* resetFlag - Flag if the session is being reset (versus exit)	/* Use the restore window if it is currently visible */ if (WIN_IsOpen (WinPtr)REST_RestoreWin))	
* Returns: * None.	parent = NULL;	
void DPGm TimerGassion (BoolEnum resetF)lag)	<pre>/* Verify that the user really wants to end the session */ OKTOEXIt = (GALERT_DisplayQuestion[parent,</pre>	
RestoreInfoPtr thisInfo; /* Pointer to walk the list with */	REST_GetErrorString(REST_NAKMING_INDEX); GION_GetQuestion(), REST_GetErrorString(REST_IS_OK_TO_END),	"_IS_OK_TO_END);
23	BOOL_FALSE) w= GALEKI_Affirmactve()	irmacive);
(((resetFlag)	<pre>/* If the user says so, go ahead with the termination */ if (OKToExit)</pre>	
/* Clear out the list boxes */ REST_RemoveAllSelectedItems (); REST_RemoveAllMedia ();	REST_ClearSession (BOOL_FALSE); }	
	return (OKToExit);	
/* Clear out the file manager */ GFMSR_ClearAll (REST_GetFMgrContext());) void REST_SignalHandler (int sig)	
/* Free up each top level object (will requestvely free up all children) */ thishnio = (RestoreInfoPtr) GPMGR_GetVeryFirstObject (REST_GetPMgrContext()); while (thishnio = NULL)	{ /* Clean up holp */ EDMHELP_End();	
nexthfo = thishfo->next; REST_FreeInfo (thishfo); thishfo = nexthfo;	<pre>/* call the generic signal handler to clean up */ GUYIL_GenericSignalHandler(sig);</pre>	
/* Finalize the Restore process */ EVRED_Entalt (GREST_Hendle); GREST_Lendle = WOLL; GREST_Lendle = WOLL;		
/* Remove the search window if it is up */ REST_SearchRemove ();		
* REST_Remove		
Description: * Description: * This routine will remove the restore dialog from the display after * verification with the user.		
* Parameters: * None.		
Returns: * Returns: * ROUL_TRUE - If the restore window was really removed * BOOL_Palse - Otherwise		
BoolEnum REST_Remove (void)		
Winder parent: BoolEnum OKTOExit; /* Flag if user really wants to exit */ 'Phone's all wants if wire cases him or a restrict is in progress */		
If (REST_SearchTiProgress () REST_SearchTiProgress () REST_SearchTiProgress () Fi Jan 04 15:38:13 2008	Page 76 of 184/gul_restore/restMgr.c 44 Fri Jan	Fri Jan 04 15:38:13 2008

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REST_ClearSession

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REST_Remove

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			* Local headers */ Local headers
			Bpoch headers. *ischute <ek ch_port.h=""> #ischute <ek ch_port.h=""></ek></ek>
			Pesture test switches. Standard defines required to turn on OS features go here. The following is required for code that uses POSIX APT's. Remove for non-POSIX, non-portable code. Resolve for non-POSIX, SURREL 1 System headers. System headers.
			/* The following provides an RCS id in the binary that can be located * with the what(I) utility. The intent is to keep this short. * itnds lint structure results and the structure short RCS_id (] = "\$RCS\$iles" "\$Revision5" "\$Revision5", * should result the structure should result the structure should result the s
			** Compile-Time Options: in must list any compile time definitions which will affect this header.
	andlePtr = NULL;	/* Global declarations */ internalHandlePtr handlePtr = NUL;	API Functions: API Functions: DEMOST_Finish Internal Functions:
	* #defines, structures, typedefs local to this source file	/* * #defines, structure: */	This module contains the Mestere APT functions to initialize and terminate the restore operation. "Table of Contents:
	EDMDispatch.h> EDMeastoreEng.h> stch_daemon.h> stch_daemon.h> re_engine.h> ink_api.h>	* Commus headers. */ */ */ *Include <restore csc_edmdispatch.h=""> #include <restore csc_edmdispatch.h=""> #include <restore csc_edmgestoreeng.h=""> #include <restore dispatch_daemon.h=""> #include <restore dispatch_daemon.h=""> #include <restore restore_engine.h=""> #include <restore restore_engine.h=""> #include </restore></restore></restore></restore></restore></restore></restore>	Pila Manne: RSTinittin.c Copyright (c) 1998,1999 by EMC Corporation.
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<pre>initres = dd_initialize_1(&initargs, handlePtr -> dd_binding_handle); /* will have _1 for RPC call */</pre>	/* get user name to pass to DD and RE */ human_uid = getuid(); rw = oercomid(human uid);
intergs.service = DD_SERVICE_RESTORE; intergs.bername = bottanme; intergs.bername = tuman_titanme; intergs.bername = tuman_titanme; intergs.tumennout = timan_titanme;	rec_api_log_begin('admrestore_api'); init logs, ignore arrs?? */
#endif	return(EP_RB_RECOVER_BAD_ARGS);
<pre>cint_control(handlePtr->dd_binding_handle, CLSET_TIMEOUT,</pre>	<pre>if (syrHdl == NULL hostname == NULL) {</pre>
<pre>/* increase xpc timeout during debugging */ xpc_timeout.tv_sec = Rpc_TIMBOUT; xpc_timeout.tv_usec = 0;</pre>	<pre>memset(kif_spec,0,sizeof(rpc_if_handle_t)); memset(kre_if_spec,0,sizeof(rpc_if_handle_t));</pre>
errno = 0; sifdef neuro	<pre>time(&end_time); /* compute time to give up waiting */ end_time += timeout;</pre>
return EP_RB_RECOVER_SERVERFAIL;	rpc_if_handle_t
<pre>rec_api_log_csm(SUB_CSM_REC_FAIL,</pre>	DD_initialize_regult 'initarys' DD_initialize_regult 'initarys' DD_initialize_regult 'initarys = NULL; DD_initialize_regult 'initarys = NULL;
<pre>if (errno s= 0) errno = (strerror(status) ? status : ETIME);</pre>	Eug;
<pre>/* If errno not set, use status if it is a valid errno value */</pre>	#endif
<pre>if ((status != error_status_ok) (retval == 0))</pre>	
<pre>/* Find out if we got csc handle and see if status is bad. ** error_status_ok is a macro defined in cscomm.h. */</pre>	IPD_ILIBIATES_Invoid e_t re_nonits ; IPD_ILIBIATES_Invoid e_t re_nonits ; IPD_ILIBIATES_Invoid e_t re_nonits ; IRID_ILIBIATES_Invoid e_t re_nonits ;
<pre>&handlePtr -> dd_binding_handle, &status);</pre>	rgs re_init_
<pre>retval = csc_get_handle((unsigned char *) hostname, if_spec, server stoup,</pre>	uid_t humen_uid; struct passwd *pw; char *humen_uidname;
** it will just give back the previously resolved binding. */	eerrno_ty api_status = E_SUCCESS;
** This call will get and store a fully resolved bunding ** handle to the host. The first time we ever call the host. ** cac.get_handle will resolve and store the binding. If we ** ever use ecc_get_handle to talk to the same host egain.	EDMEST_Initialize(hostname_ty _ nostname,
/* Arrive at a server binding. Note that if they didn't give us ** a valid host parameter, this will fail and drop through and ** return NULL in the end.	eerno tv
<pre>/* Use this macro to setup the interface spec */ CLIENT_IESPEC();</pre>	timeout (I) - The maximum number of seconds to wait for the connection to the Restore Engine process to be completed.
handlePtr = (internalHandle *) calloc(1, sizeof(internalHandle));	* hostname (I) - The machine name of the server to use. * syrHdl (O) - A handle to receive a pointer to this user's client
humer_uidname = pw->pw_pame;	* Parameters:
<pre>rec_api_log_csm(SUB_CSM_USER_NOT_IN_PASSWD, NULL); return(EP_NB_RECOVER_PERMISSION_DENIED); }</pre>	 This function takes care of all the initialization for a recovery session. This must be called prior to any of the other functions in the Recover AFI.
{	* EDMRST_Initialize:
if (pw == NULL NULL == pw->pw_name)	在安全的 医克里氏 电电子 化化二氯化 化二氯化 化二氯化 化二氯化 化二氯化 化二氯化 化二氯化 化二
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if (retval = csc_private_lispec_init(
<pre>rec_api_log_csm(SUB_CSM_RPC_FAIL,</pre>	/* RE_CLIENT_IFSPEC(re_if_spec); */
Plan	/* Restore Engine FUNCTIONALITY BEGINS HERE */
	/********************* END OF Dispatch Daemon STUFF ***********/
xdr_free(xdr_RE_status_result, (<pre>xdr_free(xdr_DD_getservicestatus_result, (char *)statres);</pre>
/* release RPC result struct; */	sizeof (handlettr -> opaque128));
-	memcpy(handlePtr -> opaque128,
<pre>opi_status = EP_RB_RECOVER_RBC_FAIL; rec_api_log_csm(SUB_CSM_RBC_FAIL) 'failure communicating with restore engine');</pre>	return EP_RB_RECOVER_SERVERFAIL;
<pre>set_triv_stypaset.name = remant_intensor; set_triv_obj(re_initalize, &c_init_args.RPcobjID); set_init_result = re_initalize_i(&re_init_args. re_handle); if (re_init_result) {</pre>	rec_api_log_csm(SUB_CSM_RPC_FALL,
#endif	if (statres -> status != DD_SERVICE_RUNNING)
/* increase up: timeout curring desings.llf // pp_timeout: rv_usec = RC_TIMMOUT; pp_timeout: rv_usec = RC_TIMMOUT; plr_timeout: rv_usec = RC_TIMMOUT; clr_cunrinc() (re_bandle, CLSET_PIMEOUT, (dpir *) (sinc timeout);	'failure getting status (from edmispd while starting restore engine'); y ecturn EP_BB_RECOVER_RC_FAIL; }
<pre>re_handle = handlePtr -> re_binding_handle; #ifdef DEBUG</pre>	rec_api_log_csm(SUB_CSM_RPC_FAIL,
if (api_status == E_SUCCESS)	if (statype == NIMI)
	starres = dd_getservicestatus_1(&statargs, handlePrr -> dd hinding handle):
<pre>if ((status == error_status_ok) && (retval != 0)) api status = E_SUCCESS;</pre>	sleep(1);
&handler -> re_binding_handle,	return EP_RB_RECOVER_SERVERFALL;
re_it_spec,	
<pre>c_connect_to_rpc_service(</pre>	rec_api_log_csm(SUB_CSM_RPC_FAIL, "timeout waiting for edmdispd to start restore engine"
clean()): /* give restore engine time to get going */	if (now >= end_time)
<pre>"timeout connecting to restore engine"); return EP_RB_RECOVER_SERVERFAIL; }</pre>	xdr_free(xdr_DD_getservicestatus_result, (char *)statres);
<pre>tec_api_log_csm(SUB_CSM_RPC_FAIL,</pre>	time_t now;
<pre>time(&row); if (row >= end_time)</pre>	while (statres -> status == DD_SERVICE_STARTING)
do (time_t now;	return EP_RB_RECOVER_RPC_FAIL;
api_status = EP_RB_RECOVER_SERVERFAIL;	if (statres == NULL) {
return EP_RB_RECOVER_SERVERFAIL;	statres = dd_getservicestatus_1(&statargs, handlePtr->dd_binding_handle);
rec_api_log_csm(SUB_CSM_RPC_FAIL, "foilure initializing interface to restore engine"	<pre>statargs.service_handle = initres -> service_handle; statargs.status = 0;</pre>
if (retval == 0)	return BP_RB_RECOVER_RPC_FAIL;
RE_YESONIM, &RE_IE_Spec, &STERLIS);	<pre>if (initres == NULL) {</pre>
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RELITI COMBI EP_BE_BECOVER_UNC_ENL EP_BE_RECOVER_UNCLE EP_BE_PECOVER_SERVERPAIL			
SVINUI (1) - A POINCEL CO LLIS WHEA S CLEME HUMBER OF THE STREET			
Parameters:			
API.			
mark phase. It will be rejected if a testore is ourrently being executed. This routine will clean up any local memory used in the session and will disconnect from the Restore Empire. After calling this function, EDWHST_Initialize MUSY be called before calling any other functions in this			
This function terminates a restoral session, but only during the browse and			
Function Description:			
EDMRST_Finish			
else (status = re_ping_result->status; / relasse NPC_result struct: "/ xri_free(xdr_Re_attus_result. (char *)re_ping_result); xdr_free(xdr_Re_attus_result.			
tf (NUL = re ping_result) { pl. sietuue = Re BB BROOVER re_relity rec_opi_log_cem(SUB_CSM_NEC_PAIL; NULL); }			
<pre>set_rpc_obj(re_ping, &re_ping_args.RPCobjID); re ning result = re ping_1 (&re ping_args, svrHd1);</pre>			
return(EP_RB_RECOVER_BAD_ARGS); }			
<pre>if (NULL == svrHdl NULL == handlePtr</pre>			
eermo_ty opistatus = E.SUCCESS; RE_unll_args repistatus = E.SUCCESS; RE_tatlus_result *To_ping_result = NULL;			
eerrno_ty EDMRST_Ping(serverHandle svrHdl)	~ 8		
 svrHdl (I) - A pointer to this user's client handle for the Restore Engine (server) connection. 			
* Parameters:			
* engine alive and running so that the engine will not time out.		/* End of EDMRST_Initialize() */) /* End o
this function allows a ping to be issued in order to keen the		return(api_status);	return(d
\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\	,	*svrHdl = (serverHandle)re_handle;	
Page 84 of 184 EDMRST_Ping Fri Jan 04 15:38:13 2008	Fri Jan 04 15:38:13 2008	EDMRST_Initialize	Page 83 of 184

rec_api_log_end();
return(api_status);
/* EDMRST_Finish */

/* write last log and close the log file. */

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<pre>(void) perse_commendine(ergc, argv); /* Setup logging (void) deemon_initialize_logging(); /* Enable permanent interrupt catching /* Void) deemon_catch_interrupt(); /* Function may not return if improper user running deemon void) deemon_becomme_deemon(); /* Function will not return if this fails /* Void) deemon_becomme_deemon(); /* Re-establish log initialization since all 'fd'e' were related by est_deemon_becomme_deemon(); /* Re-establish log initialization face all 'fd'e' were related by est_deemon_becomme_deemon(); /* Re-establish log initialization fince all 'fd'e' were related by est_deemon_becomme_deemon(); /* Re-establish log initialization failure (void) deemon_specific_initialization(); /* Office the provide the provide the provide deemon_specific_initialization(); /* Office the provide the provide the provide deemon_cleanup(); /* Office the provide the provide the provide deemon_cleanup(); /* Office the provide the provide</pre>				
(void) berse_commandine(argc, argv); /* Setup logging /* Setup logging (void) demon_lntialize_logging(); /* Panable permanent interrupt cetching (void) demon_cetch_interrupts(); /* Panable permanent interrupts(); (void) demon_cetch_interrupts(); /* Panable permanent interrupts(); /* Panable permanent interru			main (int argc, char "argv[])	main (int
(void) berea_commandline(argc, argv); (void) berea_commandline(argc, argv); (required ', Secup logging ',' ** Secup logging ',' ** Pandle permanent interrupt catching ',' ** Pandle permanent interrupts(); (void) daemon_catch_interrupts(); (void) daemon_catch_interrupts(); (void) daemon_chock_proper_ID(); ** Pandtion may not return if improper user running deemon (); (void) daemon_becom_daemon(); ** Pandle ', Pandle permanent interrupts(); (void) daemon_becom_daemon(); (void) daemon_becom_tatilization since all 'fd'.o' were ',' closed by el_deemon_station(); (void) daemon_intitalize_logging(); (void) daemon_specific_initialization failure (void) daemon_cleanup(); (void) daemon_cleanup(); (void) daemon_cleanup(); ** Strictly to inhibit compiler warning return(0); return(0);				
(void) bere_commandine(argc, argv); /* Setup logging /* Setup logging (void) demon_initialize_logging(); required /* Enable permanent interrupt cetching (void) demon_catch_interrupts(); /* Punction may not return if improper user running demon (void) demon_become_demon(); ** Punction will not return if this fails ting. (void) demon_become_demon(); /* Punction will not return if this fails ** Punction will not return if this fails (void) demon_become_demon(); /* Punction will not return if this fails (void) demon_become_demon(); /* Phis function demon_traition startup (in demon_become_demon) /* (void) demon_specific_initialization (); /* This function demon't return on failure /* Originater service, cleamup cache Never returns (void) demon_cleamup(); /* Strictly to inhibit compiler warning return(0); return(0);			· · · · · · · · · · · · · · · · · · ·	****
(void) demon_titalize_loging(); (required /* Setup logging */ Setup logging */ Setup logging */ Emable permanent interrupt catching */ Function may not return if improper user running demon (void) demon_catch_interrupta(); */ Function may not return if improper user running demon (void) demon_become_demon(); */ Setup log initialization since all *fd ** were ** Re-establish log initialization since all *fd ** were ** Re-establish log initialization since all *fd ** were ** Anis function demon_become_demon(); */ Closed by esl_demon_startup (in demon_become_demon) */ Could) demon_specific_initialization failure ** Obragister service, cleanup cache Never returns ** Obragister service, cleanup cache Never returns ** Strictly to inhibit compiler warning ** Strictly to inhibit compiler warning ** Strictly to inhibit compiler warning			** Intended caller: None	** Intende
(void) deemon_titalize_logging(); *** Setup logging *** Setup logging *** Setup logging *** Exable permanent interrupt catching (void) deemon_taltialize_logging(); *** Function may not return if improper user running deemon (void) deemon_become_taltialize_logging(); *** American will not return if this fails *** This function will not return if this fails *** This function deemon_taltialize_logging(); *** This f			to study on an event is assume granter.	*
(void) berea_commandine(argc, argv); /* Setup logging /* Setup logging (void) demon_initialize_logging(); required /* Enable permanent interrupt cetching (void) demon_catch_interrupts(); /* Punction may not return if improper user running demon (void) demon_catch_interrupts(); ** Punction will not return if this fails ting. (void) demon_become_demon(); /* Punction will not return if this fails (void) demon_become_demon(); /* Punction will not return if this fails (void) demon_become_demon(); /* Punction will not return if this fails (void) demon_become_demon(); /* Punction will not return of failure /* Ocid) demon_specific_in(tialization since all 'fd's' were /* This function deman't return on failure /* Ovoid) demon_specific_in(tialization); /* Unregister service, cleamup cache Never returns (void) demon_cleamup(); /* Strictly to inhibit compiler warning return(0);			to handle RPC calls, and handles them until it is told to seen or it sees a faral error.	**
(void) demon_antialize_loging(); (void) demon_antialize_loging(); (void) demon_actch_interrupta(); (void) demon_catch_interrupta(); (void) demon_catch_interrupta(); (void) demon_catch_interrupta(); (void) demon_become_demon(); (void) demon_become_demon(); (void) demon_become_demon(); (void) demon_initialize_loging(); (void) demon_initialize_loging(); (void) demon_specific_initialize_loging(); (void) demon_cleanup(); (void) demon_cleanup(); (void) demon_cleanup(); (void) demon_cleanup(); (void) demon_cleanup();				::
		return(0);	Codes: exit status	** Return Codes:
			S: NOIS	** onchars: None
(void) demon_specific_initialize_loging(); (void) demon_catch_interrupta(); (void) demon_catch_interrupta(); (void) demon_catch_interrupta(); (void) demon_catch_interrupta(); (void) demon_beck_troper_ID(); (void) demon_specific_initialization since all *fd's' were (void) demon_specific_initialization(); (void) demon_specific_initialization(); (void) demon_cpecific_initialization(); (void) demon_cpecific_initialization(); (void) demon_cpecific_initialization(); (void) demon_cpecific_initialization(); (void) demon_cpecific_initialization();			a. Mana	: :
			** Inputs: argc, argv	** Inputs:
		(void) daemon_cleanup();	e: main	** Routine: main
		*/	/*************************************	/*******
		/* ** Unregister service, cleanup cache Never returns	/* #define _XOPEN_SOURCE unable to compile with this define set */	/* #define
		(would be considered by the constant of the c	unable to compile with this define set	/* #define
		(void) daemon specific initialization():		#endif
		*/	"SDATES";	
		/* ** This function depant rature on failure	ar RCS_id [] = "@(#)\$RCSfile\$ "	static char RC
		<pre>(void) daemon_initialize_logging();</pre>		ast idetin
			the what(1) utility. The intent is to keep this short.	** with th
(void) parse_commendine(argc, argv); /* Satup logging (void) daemon_initialize_logging(); /* Drable permanent interrupt catching /* Void) daemon_eatch_interrupt(); /* Drable permanent interrupt(); /* Drab		** closed by esl_daemon_startup (in daemon_become_daemon)	Closing provides an BCC (d in the binary that can be located	**
(void) perme_commandline(ergc. ergv); /* Setup logging (void) deemon_initialize_logging(); /* Emable permanent interrupt catching (void) deemon_catch_interrupt(); /* Punction any not return if improper user running deemon (void) deemon_check_proper_ID(); /* Punction will not return if this fails (void) deemon_become_deemon();		<pre>/* ** Re-establish log initialization since all "fd's" were</pre>		<
(void) perme_commandline(ergc. ergv); /* Setup logging // Void) deemon_initialize_logging(); /* Enable permenent interrupt catching /* (void) deemon_catch_interrupt(); /* Punction say not return if improper user running deemon /* (void) deemon_check_proper_ID(); /* Punction will not return if this fails		<pre>(void) daemon_become_daemon();</pre>	Basic idea here: Initalize required locks, establish signal handlers, register RPC interface, go wait for RPCs.	** Basic
(void) parse_commendine(argc, argv); /* Setup logging // Satup logging // Namable permanent interrupt catching // Standble permanent interrupt catching // Standble permanent interrupt (); /* Eunction may not return if improper user running deamon (void) desmon_chack_proper_ID(); /* Function will not return if this fails		*/	only be used for targted testing.	::
(void) desmon_catch_interrupts();		** Function will not return if this fails		:
(void) perme_commandline(ergc, ergy); /* Setup logging /* Void) deemon_initialize_logging(); /* Enable permanent interrupt catching /* (void) deemon_catch_interrupt(); /* Punction say not return if improper user running deemon /* (void) deemon_check_proper_ID();		*	developer	
(void) parse_commendine(argo, argv); /* Setup logging // Satup logging // Enable permanent interrupt catching // Manable permanent interrupt catching // Roadle permanent interrupt (); /* Panction may not return if improper user running deamon */		(void) daemon_check_proper_ID();	NONPRODUCTION - Compile source for in house,	: :
(void) parsa_commandline(argc, argv); /* Setup logging /* Enable parsament interrupt catching /* Enable parsament interrupt (); /* Double parsament interrupt ();		*/		:
(void) desmon_catch_interrupts(); ** Setup logging ** Setup logging ** Notable permanent interrupt cetching ** Emable permanent interrupt cetching ** (void) desmon_catch_interrupts();		/* ** Function way not return if improper user running deemon	HER SIMBER - Compile source with suprac support	::
(void) parse_commendline(argo, argv); /* Setup logging // Satup logging // Satup logging // Namble permanent intertupt catching			Compile-Time Options:	
(void) parea_commandline(argc, argv); /* Setup logging // Setup logging // Enable permanent interrupt catching //		(void) dwemon catch interripte():	** Primary Data Acted On:	** Primar
<pre>(void) parso_commandline(argc, argv); /* Setup logging /* (void) dasmon_initialize_logging(); /*</pre>		** Enable permanent interrupt catching */	to prepare the daemon to go off and service RPC's.	::
<pre>(void) parse_commendine(argo, argv); /* setup logging */ void) deemon_initialize_logging();</pre>		/*	and all calls required	
rade evo nes rodin (4 10.001) 2.000 main (void) perse_commandline(argc, argv); /* Setup logging */		<pre>(void) daemon_initialize_logging();</pre>	** Mission Statement: This is the main service file for the EDMsession daemon. **	** Missic
rage ovoids radiovidada ra		*/	In. c	** EDMmain.c
Tagle ev u lev Trugall v4 10.000 13.000 Trugall v4 10.000		** Setup logging		•
rage over los ribarros commanditos (arco arco).		to a set from the set of the set	*/	*
rage 69 01 164 rit Jan 04 15:36:13 2006 main		(mode) pares commandians/ares seed.	det 1006,1007 EWC Cornorarian	** Copyr
Page 80 of 184 Exi Jan 04 45/38-19 2008	Page 90 of 184	Fri Jan 04 15:38:13 2008 main	Fri Jan 04 15:38:13 2008 main Page 89 of 184	Fri Jan 04

Fri Jan 04 15:38:13 2008 EDMRestoreEng.c 2 Page 94 of 184	Fri Jan 04 15:38:13 2008 EDMRestoreEng.c 1 Page 93 of 184	Fri Jan
seric void kill_handler(IN int sigval) error_stetue_t stetus;		#include #include /*
** Intended celler: internal only.	<pre>< *!XXXXX.USQ.Rep3.11*</pre>	#include #include
** Purpose: This routine handles specific signals i.e. SIGINT, SIGCENA. Each results in a log entry and an exit.		#include #include #include
** Return Codes: **		#include
** Outputs: Will log messages telling what action is being taken.	e <util esdaemon.h=""> e <usc cscomm.h=""></usc></util>	#include
	e <util esl_pidfile.h=""></util>	#include #include
** Routine:kill handler		#inclu
TECULII (- Lebud) / Lewart as the mare over the contract of memory of	<pre></pre>	#include #include #include #include
if turned on manually via adb, its on */	e <stderg.h> e <string.h> e <string.h></string.h></string.h></stderg.h>	#include #include #include
#ifdef DEBUG return TRUE; /* if DEBUG defined, we must be in debug mode */ #endif	a cesi/c_ouckenter	#include #include
be) be) ababugin ()	"A Rdefine_POSTX_SOURCE unable to compile with this define set */ /* Rdefine_NOPRN_SOURCE unable to compile with this define set */	/* #ds /* #ds
电外线输出线 化环环环烷 化环环环 计传统 化环苯甲苯甲苯甲甲基甲甲甲基甲甲甲基甲甲基甲甲甲基甲甲甲基甲甲甲基甲甲甲基甲甲基甲甲		#endit
** Intended caller: internal only.	"SRevision: 1.23 \$ " "SDate: 1997/02/06 20:49:15 \$";	
** Purpose: This routine can be used to tell other subsystems whether debugging is available.	d(lint) RCS_id [] =	#if !defined static char
** Refurn Codes: ** TRUE if debug is on.	** The following provides an RCS id in the binary that can be located ** with the what(1) utility. The intent is to keep this short.	
** Outputs: None		*
** Inputs: None	Basic idea here: Module for UNIX specific daemon initialization	** Bas
** Routine: IsDebugOn **	USE_SUNKEC - COMPLIE SOURCE WITH SURFFIC SUPPORT. IF not set, assume DCE support.	:::
/*************************************		** Co.
static char **commandlineargs; /* Pointer to command line args */	** Primary Data Acted On:	*** 27
static int G_debug = FALSE; /* Variable which will disable forking */	prepares the daemon to go off and service RPC's.	* *
static rpc_if_handle_t if_spec;	This file contains the callbacks from the main function which	÷
#undef _XOPEN_SOURCE	** Mission Statement: This is the main service file for the EDMsessd daemon.	TW ***
#include <signal.h></signal.h>	EDMRestoreEng.c	
#define _XOPEN_SOURCE		: .
* Newd to define _XOPEN_SOURCE for signal funtion definitions * and certain signal structure definitions.	Copyright 1996,1997 EMC Corporation	;;;
Fri Jan 04 15:38:13 2008 IsDebugOn Page 94 of 184	Fri Jan 04 15:38:13 2008 Page 93 of 184	FriJa

EDMRestoreEng.c 4 Fri Jan 04 15:38:13 2008	Page 96 of 184	Fri Jan 04 15:38:13 2008
so we can set signals we want	* Set an empty list	ebuff = (char *) csc_get_error(status);
(5);	ZERO(sactions);	/* If the unregister fails, report the problem, but continue */ i (status != error_status_ok)
sactions; /* Signal actions */	struct sigaction	<pre>(void) csc_unregister_server_interface(&if_spec, &status);</pre>
Erupus ()	void daemon_catch_interrupts()	/* Unregister the interface */
	*	char *ebuff = NULL;
化苯甲基甲基甲基甲基甲基甲基甲基甲基甲基甲基甲基甲基甲基甲基甲基甲基甲基甲基甲基	***************	
internal only.	Intended caller:	void unregister_asc(void)
Secs up signals for service, on A: we will have to consider what OS constructs to replace signals with. In this case we are catching SIGTERM, SIGINT, and SIGQUIT and ignoring anything else.	** Purpose: Sets to consider the set of this set of this set of the set of th	Intunded caller: intertal and process manager before exit
		Purpose: This routine handles the csc_unregister call
	Return Codes:	KETUIN COORS:
	** Outputs: None	on the control of messages certification as period revent.
	** Inputs: None	
ch_interrupts	** Routine: daemon_catch_interrupts	** Routine: unregister_csc **
\	/**************************************	/#####################################
0 */	} /* end display_usage () */	/* End of kill_handler() */
<pre>fprintf (stderr,"Usage: %s [-d]\n", progname); fprintf (stderr,"-d keep the dasmon from forking so debugging is easier\n");</pre>	fprintf (stderr, "Usage: %s [-d]\n", fprintf (stderr, "-d keep the daemon	exit(sigval);
stmt. */	/* Print out usage stmt.	"Shutting down at %s due to signal %d", ctimebuf, sigval);
*progname)	display_usage (IN char *progname)	THE
**************************************	*/	/* Overlay newline with null - buf should always be 26 bytes long */ ctimebuf[strlen(ctimebuf) - 1] = 0;
	* None.	ctimebuf = ctime(¤t_time);
ions:	* Special Considerations:	(void) time(¤t_time);
Side Effects:	* Error Outputs and Side Effects: * Prints usage.	not the current time */
	* Call Arguments: * Program name	"CSC_SERVER_LOGIN failed: <%d> %s*, status, (ebuff ? ebuff : "Unknown error"));
o usage	* Simply displays the usage *	(void) EDMRestoreEng_logent(FILE . LINE . LOG ERR. MESSAGE NO LOGIN, 0.
0	* display_usage	ebuff = (char *) csc_get_error(status);
* Punction Name:	* Function Name:	<pre>/* If the unregister fails, report the problem, but continue */ if (status != error_status_ok)</pre>
	return,	<pre>/* Onregister the interface */ (void) csc_unregister_server_interface(&if_spec, &status);</pre>
status, (ebuff ? ebuff : "Unknown error"));	J	/* If main exits, it calls this routine with signal 0 */
Eng_logent(FILE,_LINE, LOG_ERR,MESSAGE_CANNOT_UNREGISTER, 0,TOGC_IMPREGISTER, 1644 < *d> *d * *d * *d * *d * *d * *d * *d	(void) EDMRestoreEng_logent(MESSAGE "CSC IN	chame_r cutzenttime; char rebuff = NULL; char rebuff = NULL;
unregister_csc Fri Jan 04 15:38:13 2008	Page 96 of 184	5 of 184

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ig. In the near with catalogs or	Do whatever it takes to initialize logging. In the near future this may involve doing something with catalogs or	** Purpose: Do	Check for root	: :
	in the second	**		_
		** Return Codes:	void daemon_check_proper_ID()	void daemor
	10	** Outputs: None		<
	ě	** Inpues: None	语等传染的中央外面等等分词 医克格特氏试验检检查检验检检检验检验检检检检检检检检检检检检检检检检检检检检检检检检检检	
	Mono		Intended caller: internal only.	** Intended
***********	inirialisa looging	B	Consequence of the outer thinks it the use. Is allowed to execute Service. If there are no constraints then this function may be blank.	** Farbose:
		,	EXTER MYCH ON STRONG MIGHT CHE DEST TO HOC TOCK	
		-	Odes:	** Return Codes:
	exit(1);	9.	None	** Outputs:
	<pre>(void) display_usage(argv[0]);</pre>	default:	None	** Inputs:
/* turn on other debugmode flag */	<pre>debugmode = 1; /* turn on other break;</pre>	ρ, σ	Routine: daemon_check_proper_ID	
	ug = TRUE;	case 'C':	/**************************************	***
	opt)	switch(opt)	VALUE TO SEE THE SECTION OF THE SECT	<u>_</u>
	white ((opt = gerope(arge,argv, up)) := mor)	white ((o	*/	*
	commandlineargs = argv;	commandli	 Set the mask. Since no other threads have been started, all threads will get this mask. 	
	Che.	THE		`.
77a */	<pre>void parse_commandline(int argc, char *argv()) {</pre>	void parse_command	<pre>(void) sigdelset(&sactions.sa_mask, SIGYERW); (void) sigdelset(&sactions.sa_mask, SIGYT); (void) sigdelset(&sactions.sa_mask, SIGQUIT);</pre>	222
		*	AND A COMPANY OF THE PARTY OF T	*
*************		***	 We want to ignore everything except those we have set up shows so remove those from the list. 	• *`
	: internal only.	** Intended caller:		*
may be empty.	are no flags to be set then this function may be empty.		(void) sigfillset(&sactions.sa_mask);	•
ags. If there	rses command line arguments and sets fi	** Purpose: Pa	* Setup mask so we can specify what signals we will ignore.	• • •
1 bad argument	exits with an error when the user types a bad argument	** Verain codes:		_
		** Dorum Codas:	(void) signation(SIGQUIT, &sactions, NULL);	~ -
	30		(void) sigaction(SIGTERM, &sactions, NULL);	
	argc, argv (command line arguments)	** Inputs: ar	* Assign handler to each signal we are interested in. */	
	commandline	** Routine: parse_commandline		/*
***************************************		/	/* Setup the signal handler. */ sactions.sa_handler = kill_handler;	8 \
,		exit(1);	<pre>(void) signadase(keertions.se_mesk, SICTEM); (void) signadase(keertions.se_mesk, SICTEM); (void) signadase(keertions.se_mesk, SICTEM);</pre>	
_, LOG_ERR, DAEMON_NOTSUPERUSER, 0,	(void) EDMRestoreEng_logent(FIR., LINE_, LOG_ERR, DAEMON_NOTE FM: The run as superiser und was %d"	(void)	** Add signals that we want to handle ** //	>
	if (geteuid() != E_ROOTUID)	if (geteu	(void) sigemptyset(&sactions.sa_mask);	
Page 98 of 184	OB daemon_check_proper_ID	Fri Jan 04 15:38:13 2008	Fri Jan 04 15:38:13 2008 daemon_catch_interrupts	Fri Jan 04 1

Lefte 100 01 104 EDMILLEGINEERING 111 0011 04 10700110 10000	Fage 99 01 184 EDMHestoreEng.c / Fill 381 04 13:35:13 20:05
 This process will keep trying to login to DCE if the registery server is unavailable. Note that under SUN RPC this is a no-op. white (TRUE) 	* This is now es! functionality, is code does everything necessary to make this a "real" demon by describing from the cominal "changing the process group, closing scour, a schor, stdin,
'Login as SERVER_PRINCIPAL. The context of the process will be set to this principal.	}
RE_SERVER_IFSPEC(if_spec); /*	MESSAGE_ERR_IN_ESI_COREDIR, errno, "esl_coredir_setup failed"); oxit(1).
/* Setup the interface specification for RPC */	(void) EDMRestoreEng logent(FILE LINE LOG ERR.
	<pre>/* Change directory to a process specific core directory */ ret = sel_coredir_Setup(ptr); if (ret != 0)</pre>
<pre>#else struct timespec sleep_interval = (5,0);</pre>	ptr++;
*/ ####################################	prr = strechr(commandlineargs(0), '('); if (prr == NULL) prr = commandlineargs(0);
** This is here because of HP which may or may not define timeval. ** May be removed when asl_timeval is ported to clients	so we can use it
struct utsname name;	char *ptr; int ret = 0;
	VOLU daemon_become_daemon() {
void xpc_init()	
	,在这个中央的现在分词 经现代证据 计多数分类 医电子性 医克勒氏征 医克勒氏征 医克勒氏性 医克勒氏性 医克勒氏性 医克勒氏性 医克勒氏性 医克勒氏性 医克勒氏性 医克勒氏性 医克勒氏性 医克勒氏征 医克克氏征 医克克克氏征 医克克氏征 医克克克克克克克克克克
****	Intended caller: internal only.
Intended cali	Purpose: This function is for doing the forking etc. under owas. It is unknown what will be necessary under NT.
Purpose: This function is for doing RPC initialization. For the most part it involves calling the csc routines. This is prefer standard between UNIX and NT.	Return Codes: exits with an error code if initialization
Return Codes: exits with an error code if initialization fails	Outputs: Nome
** Outputs: None	** Inputs: None
** Inputs: None	** Routine: daemon_become_daemon **
** Routine: rpc_init	/>>>>
	<pre>/* Pass in argv(0), the program name */ (void) esl_log_init(commandlineargs[0]); }</pre>
} **/	void daemon_initialize_logging() {
<pre>fprintf(stderr, *%s: Failed to initialize as daemon.\n*,</pre>	*/
<pre>ret = esl_deemon_startup(); if (ret != 0)</pre>	Intended ca
/*** if (G_debug == FALSE)	** calling higher level logging functions which encapsulate ** these things.
Page 100 of 184 daemon_become_daemon Fri Jan 04 15:38:13 2008	Page 99 of 184 daemon_initialize_logging Fri Jan 04 15:38:13 2008

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rpc_init	
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rpc_init	
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handle");

```
[m
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          if (hp == NULL)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           hp = gethostbyname(name.nodename);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 uname(kname);
                                                                                                                                                                                                                                                                                                          memcpy((char *) &if_spec.ip_addr, hp -> h_addr, hp->h_length);
                                                                                                      if ( status != error_status_ok )
                                                                                                                                                                                                    ** a listen.
                                                                                                                                                       (void)csc_authorization_init(&status);
                                                                                                                                                                                                                                   ** We need to initialize the authorization module before we do
                                                 ebuff = (char *) csc_get_error( status );
(void) EDMRestoreEng_logent(
                                                                                                                                                                                                                                                                                                                                                                                      exit(1);
                                                                                                                                                                                                                                                                                                                                                                                                                                                              (void) EDMRestoreEng_logent(
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        exit(1);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               (void) EDMRestoreEng_logent( __FILE__, __LINE__, LOG_ERR.
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          /* If we got here, we had a unexpected failure.
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     if (status == sec_rgy_server_unavailable)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      /* If the failure was due to unavailable client,
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               eise
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        ebuff = (char *) csc_get_error( status );
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       pause and then try again.
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         (void) EDMRestoreEng_logent( __FILE__,_
MESSAGE_NO_LOGIN, 0,
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       If we succeeded, then exit this loop.
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             status == error_status_ok )
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               /* Print error message if appropriate. */
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            break;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   uses sleep when SUNRPC, otherwise uses pthread call to delay for the specified
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      continue;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            CSC_SLEEP(sleep_interval);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              "The service cannot log in as required");
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             MESSAGE_NO_LOGIN, 0,
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            status,
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   "CSC_SERVER_LOGIN failed: <%d> %s",
                                                                                                                                                                                                                                                                                                                                                                                                                 "gethostbyname failed" );
                                                                                                                                                                                                                                                                                                                                                                                                                                   MESSAGE_GETHOSTBYNAME_FAIL, errno,
FILE , LINE , LOG_ERR,
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  ebuff ? ebuff : "Unknown error"));
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        FILE , LINE
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             , LOG_ERR,
                                                                                                                                                            char *ebuff;
                                                                                                                                                                                  error_status_t
                                                                                                                                                                                                                                   void rpc_run()
                                                                                                                                                                                                                                                                                                                                                                ** Intended caller:
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   ** Return Codes:
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    ** Outputs:
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       ** Routine: rpc_run
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            Purpose:
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          Inputs:
                               ebuff = (char *) csc_get_error( status );
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            conn_h = calloc(1, CONNECT_HANDLE_SIZE)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               if (conn_h == NULL)
                                                                           (void) csc_server_listen( rpc_c_listen_max_calls_default, &status );
                                                                                                      /* listen for RPC calls forever. */
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        if ( status != error_status_ok )
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       ebuff = (char *) csc_get_error( status );
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                (void) csc_register_private_server_interface(&if_spec,
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    exit(1);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      (void) EDMRestoreEng_logent( __FILE_
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   exit(1);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         None
                                                                                                                                                                                                                                                                                                                                                                                                             This function is for running the RPC listen-
This is pretty standard between UNIX and NT.
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             Mone
                                                                                                                                                                                                                                                                                                                                                                internal only.
                                                                                                                                                                                      status;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                *CSC_REGISTER_SERVER_INTERFACE failed: <%d> %s".
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           MESSAGE_CANNOTREGISTER, 0,
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             "Failure allocating memory for connection
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  "CSC_AUTHORIZATION_INIT failed: <%d> %s", status, (ebuff ? ebuff : "Unknown error") );
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   MESSAGE_NOAUTHORIZATION, U,
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               status, (ebuff ? ebuff : "Unknown error") );
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 LINE
                                                                                                                                                                                      *
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        conn_h,
                                                                                                                                                                                  error status (nbase.h) */
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          , LOG_ERR.
```

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			yper 15 Che tread. tread. tread. press. NULL); press. NULL); press. NULL); v_c_cw, NULL); v_c_cw, NULL);	backt ith ord through divided all processings; if a be set through the set through through the set through the	* becom * entry */ pthread pthread pthread pthread
			FILE, _LINE_, LOG_INFO, RTUP, 0, FRUP, 0, 19 at %s", "Restore Service %s starting up at %s", args[0], ctimebuf);	(void) EixRestoraRng_Jogent(FILEINRE, L) commandinargs[0], ctimabuf)]	
			ild always be 26 bytes long */	/* Overlay newline with null - buf should always be 26 bytes long */ ctimebuf(strlen(ctimebuf) - 1 = 0; if for the transfere */	/* Ovez
				<pre>/* Find out what time it is */ (void) time(&current_time); ctimebuf = ctime(&current_time);</pre>	/* Fine (void)
				<pre>ret = CommandAPIInit(&status); ret = QuestionAPIInit(&status); ret = DrainAPIInit(&status);</pre>	ret = C
	re(0);	daemon_cleanup() { kill_handler(0) }	/* arror status (nbase.h) */ /* error status (nbase.h) */	(associated in the transfer of the control of the	daemon_specific_initia unt void int pthread_t
		void.			void
up daemon properly.	function which will clean internal only.	** Purpose: Call ** Intended caller: **	oen a socket. Do that here.	Purpose: Do manetwet makes this washing appears and want to Personal and Want to State at bitsed or open a socket. Do that here. Intended caller: internal only.	** Purpose: No ** Intended caller: ** Intended caller:
		** Outputs: None ** ** Return Codes: **		None	** Return Codes:
	100	** Inputs: None		None	** Inputs:
***************************************	/*************************************	/**************************************		daemon_specific_initialization	** Routine: dae
	pthread_join(pmtid, &statptr);	pthread_join	医阿萨克氏体 计传播设备 医中枢 医蛋白蛋白 医鼠鼠鼠 化铁铁矿 化液体电池 化电电池 医电电池 网络阿斯特 经外债额)
	_Setup();	<pre>rpc_init(); RestoreSvc_Setup(); rpc_run();</pre>	J goth hore. */. Logent (FILE	/* We don't expect to get here. */ (void) EDMRestoreEng_logent(FILELINE1OG_ERR,	/* We (void)
Fri Jan 04 15:38:13 2008	daemon_specific_initialization	Page 104 of 184	Fri Jan 04 15:38:13 2008	rpc_run	Page 103 of 184

F11 Jan 04 15:38:13 2008	#01 10 001 aga 1	1 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
/* Copyright 1996,1997 EMC Corporation		ect immediately.
		#define MAX_CANCEL_RESTORE_WAIT_SECS 1
/* EDMRestoreEngService.c		* Local functions:
* Mission Statement: RPC entry points	oints.	static void set_rpc_obj(ulong rpc_id, RE_rpc_objID *rpc_objID); static RE_errno_ty check_RPC_state(boolean_ty set, int cmd); static void slaw rpc =raps(void)
* Primary Data Acted On:		Description of the Company of the Co
* Compile-Time Options:		* Local static data:
* Basic idea here:		static int current_rpc_cmd = COMMAND_NONE_ACTIVE;
`		/x************************************
#if !defined(lint) static char RCS_id [] = "@(#)\$F	[] = "@(#)\$RCSfile: rpcsvc.c,v \$ "	** Routine: re_initializesvc_1 **
	SDate: 1997/02/06 20:49:15 \$" ;	** Inputs: RE_initialize_args * - args for the restore initialize call
#endir		** Outputs: None
#define PLUGIN 1		** Return Codes: ** RE_initialize_result * - result of init function call **
		** Purpose: Function to create a restore session.
#include <esl inout.h=""> #include <esl inout.h=""> #include <util esl_string.h=""></util></esl></esl>		** Intended caller: Internal Only.
<pre>#include <logging logging.h=""> #include <csc cscomm.h=""> #include <eerrno e_eb.h=""></eerrno></csc></logging></pre>		RE_status_result * re_initialize_args *arg, IN struct svc_req *req)
	g.h>	static RE_status_result argzz;
#include <restore reprogmsg.h=""></restore>	v	setLastRpcTime(); /* note time of last RPC */ /* allow multiple calls to Initialize while debugging */
	r	it (argaz status = cmeckytk-state randa, komennu_mons_merve // != E_SUCCESS)
#Include <pre>#Include <pre>#I</pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre>	112	
#include <sys time.h=""></sys>		<pre>clear_RPC_state();</pre>
 External prototypes that are def conflicts between restore_engine 	External prototypes that are defined locally because of header file conflicts between restore_engine.h and restoreRPC.h	else setGlobalStatus(EDMRE_STNTE_FAILED); /* without init, we're deed */
<pre>void RSTLL_FreeTimelist(struct RSTRPC_time_list **listhead void RSTLL_FreeNameList(struct RSTRPC_name_list **listhead</pre>	<pre>RPC_time_list **listhead); RPC_name_list **listhead);</pre>	set_rpc_obj(re_initialize, &argzz.RPCobjID);
* Local Constants:		return &argzz
/* This constant is designed to All	low an accomparation PDC to complete after	/*************************************
<pre>/* This constant is designed to all * an interrupt signal is sent, but #define MAX_CANCEL_WAIT_SECS 20</pre>	"This constant is designed to allow an asynchronous RPC to complete after an interrupt signal is sent, but not allow the canceling RPC to time out */ the time MAX_CANCEL_MAIT_SECS 20	** Routine: re_get_source_hosts
/* This constant is designed to all	This constant is designed to allow the get_restore_feedback RPC to complete quickly after an interrupt signal is sent. if the cancelation	** Inputs: RE_get_hosts_args * - args for the get source hosts call ** Outputs: Mone
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	storeEngService.c 3 Fri Jan 04 15:38:13 2008
argz.cookie = arg->cookie;	static RE_get_hosts_result argzz; ctaric Remar name list *hosts = NHL:
lastNumEntries = 0;	IN RE_get_hosts_args *arg, IN struct svc_req *req)
<pre>xdr_free(xdr_RE_get_top_level_objects_result, (</pre>	RE_get_hosts_result *
/* free last call's output: */ if (lastNumEntries) {	7
setLastRpcTime(); /* note time of last RPC */	** Intended caller: Internal Only.
<pre>static short lastNumEntries = 0; RSTRPC_to_list RSTRPC_to_level_obj *tloPtr;</pre>	
static RE_get_top_level_objects_result argzz;	** RE_get_hosts_result * = result of RPC function call **
RE_get_top_level_objects_result * re_get_top_level_objects_args *arg, re_get_top_level_objects_args *arg, IN struct svc_reg *reg)	Outputs: None
	** Inputs: RE_get_hosts_args * - args for the RPC call
** Intended Galler: Internal Only.	** Routine: re_get_destination_hosts **
rarpase: function to retrive one way rever workitem, workitem sets)	
Return Codes: RE_get_top_level_objects_result * - result of function call	::
Control of the Contro	eet roc ohi(re get source hosts, &argzz.RPCobjID))
None None	11 (argzz.scatus == b_buccess) ** argzz.hosts = hosts; **
** Inputs: NF_det_cop_tever_objects_aids aids for the rob inter- coll	T CTTOTES
re_get_top_level_objects	numEntries, cookie);
/*************************************	<pre>argzz.status = RSTSL_GetSourceHosts(larg->hostname,</pre>
	else /* We Welch t tale, leave house-noun, televo man /
set_Tpc_obj(re_jet_(estimatui_ivete) wity in a set in a	if ((argzz.status = check_RPC_state(FALSE, COMMAND_NONE_ACTIVE)) = E_SUCCESS)
)	argzz.hosts = NULL;
<pre>if (E_SUCCESS == argzz.status) argzz.hosts = hosts;</pre>	argzz.cookie = arg->cookie; argzz.numborries = 0;
&argzz.cookie);	RSTLL_FreeNameList(&hosts); /* free old namelist */
&hosts, &argzz.numEntries,	setLastRpcTime(); /* note time of last RPC */
else {	static RSTRPC_name_list *hosts = NULL;
<pre>if (argzz.status = check_RPC_state_RALSE, COMMAND_NONE_ACTIVE)) i = E_SUCCESS) /* if not idle, trouble */ i = E_success) /* we weren't idle, leave hosts=NULL; reject call */</pre>	Re_get_now.e_reaut. re_get_aoutce_hosts_l_swc(IN RE_get_hosts_args *arg, IN struct svc_req *req) { static RE det hosts result ardzz;
argzz.numEntries = 0; argzz.hosts = NULL;	
argzz.cookie = arg->cookie;	** Intended caller: RPC call from Restore API client
RSTLL_FreeNameList(&hosts); /* free old namelist */	** Purpose: Function to retrieve the backup client hosts
<pre>setLastRpcTime(); /* note time of last RPC */ if (hosts) {</pre>	** Return Codes: ** RE_get_hosts_result * - result of get source hosts function call **

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re_get_source_hosts_1_svc

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re_get_destination_hosts_1_svc

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Inputs: RE_get_restorable_objects_start_args * Outputs: None	RE.get.top_level_objects_result ; re_get_all_top_level_objects_args 'erg, re_get_all_top_level_objects_args 'erg, IN struct svc_req 'req)
** Routine: re_get_restorable_objects_start **	
	** Intended caller: Internal Only.
return &argzz	** Purpose: Function to retrive the top level objects (workitem, workitem sets)
<pre>set_rpc_obj(re_get_top_level_objects, &argzz.RPCobjID);</pre>	** Return Codes: ** RE_get_top_level_objects_result * - result of function call **
topListPtr = topListPtr->next;	** Outputs: None
<pre>// Lita might twose provides of angles of if (!tloPtr->appData.appData_val = esl_str tloPtr->appData.appData_val = esl_str</pre>	** Inputs: RE_get_top_level_objects_args * - args for the top level objs call
if (itle	** Rourine: re_get_all_top_level_objects
tloPtr->templateName = esl_strdup(""); if (!tloPtr->templateName) = esl_strdup("");	
<pre>if (!tloPtr>>fileSpec = esl_strdup(""); if (!tloPtr>>templateWame)</pre>	<pre>set_rpc_obj(re_get_top_level_objects, &argzz.RPCobjID);</pre>
ypeString) bjTypeString = esl_strd	<pre>fenal: topListPtr = topListPtr->next; }</pre>
<pre>if (!tloPtr->root.objName) tloPtr->root.objName = esl_strdup("");</pre>	
{ +lobty = tonfidetPty->tlo:	Wif 0 /* this might cause problem: 0 length, 1 char buffer */
	<pre>ilottr->wiBIC) if (!tloPtr->wiBIC)</pre>
Indownment of the second secon	<pre>if (!tloPtr->templateName = est_stroup(); if (!tloPtr->hostname)</pre>
argzz.numEntries:	
&argzz.numEntries,	
&argz.topLevelObjs,	
else argzz.status = RSTSL_GetTopLevelObjects(arg->sourceHost,	<pre>if (!tloPtr->root.objName) tloPtr->root.objName = esl_strdup("*);</pre>
<pre>if ((args_status = check_RPC_State(FALSE, COMMAND_NONE_ACTIVE)) i= E_SUCCESS) /* we weren't idle, leave hosts=WULL; reject call */</pre>	rophister = atysz.rophawawwis; while (rophister = tophister->tlo; { tloptr = tophister->tlo;
argz.tumEntries = 0; argz.tumEntries = 0; argz.topievelObjs = NULL;	
Argaz cookie m arg-ycookie:	1
lastNumEntries = 0;	&ARYGZZ.TODLEVELODIS, &ARYGZZ.NUMENCYLES, &ARYGZZ.OOK!o
<pre>ir_RE_get_top_level_objects_result,</pre>	argzz.status = RSTSL_GetTopLevelObjects(
<pre>setLastRpcTime();</pre>	:= b_SUCLESS) /* If not idle, leave hosts=NULL; reject call */
RSTREC_top_level_obj *tloPtr;	_RPC_state(F
op_level_objects_ stNumEntries = 0;	<pre>argzz.numEntries = 0; argzz.topLevelObjs = NULL;</pre>
Fri Jan 04 15:38:13 2008 re_get_all_top_level_objects_1_svc Page 110 of 184	Fri Jan 04 15:38:13 2008 re_get_top_level_objects_1_svc Page 109 of 184

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ic RE_get_restorable_objects_output_result are content to result of Re_get_restorable_objects_output_result to result. The sactual result of results of a sactual results of results of a sactual resu	1
Intended caller: RPC call from Restore ARI cleant	cmd_args->parentObj = arg->parentObj; /* change plate in latering camplate name to NULL ptr */ >parentObj >>bl_read = ReTERC_to_Type >parentObj >>bl_read >>bl_read = ReTERC_to_Type >parentObj >>bl_read >>bl
Weturn comes: NR_get_restorable_objects_output_result * Rarpose: Function to test for completion of the re_get_responable_objects_start_1 RPC call, and retrieve some or all of its output_	in progress */ (argzz.status = chack_RPC_state(TRUE,
Routine: re_gel_restorable_objects_output Inputs: RE_gel_restorable_objects_output_atys * Outputs: None	serLastByCThee(); /* note time of last RPC /* cod_args calloc(); street(RE_get_restorable_objects_start_args)); /* (
setur Arger;	Ranic RE.per_restorable_ablorics_start_resuit anyzz: RE_per_restorable_objects_start_args: int status;
<pre>xdr_free(xdr,Rg,get_restorch)e_objects_start_args, free(cmd_args); free(cmd_args);</pre>	4,9
if (argzz.status != B.SUCCESS) if (argzz.status != B.SUCCESS) /* Efilure scomewhere: free allocated memmory: */ (if (ordoard)	Intended caller: RPC call from Restore API client
CESS	** Purpose: Function to start the retrieval of the child objects of the specified parent object. The caller specifies the parent object and whether or not to include bad files.
PopRpcInput((void **) &cend_args, &status); argz.status = BP_BL_RECOVER_SSRVERAIL; clear_RPC_status(); /* indicate idle on fatais */	RE_get_re
Charles and Charle	Lage 11.0104 1e_ge_leadolouglouglouglouglouglouglouglouglouglou

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re_get_restorable_objects_start_1_svc

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re_get_restorable_objects_start_1_svc

FI Jan 04 15:38:13 2008 EDMHestoreEngService:c 10 rage 114 of 164	Fill dall 04 3.35,13.2006 EDWINGStokeEngService.C.v. Page 13.01.184
status != E_SUCCESS)	
	*
argzz.status = b_Success;	** Outputs: None
else	** Inputs: RE_mark_object_args *
CIEBLINEC Bracel // / Indicate Into on Incare /	to a contract of the contract
1	** UDITATE: 10 TEPT DITATE
"PushCommand failed");	人名英西西西西西西西西西西西西西西西西西西西西西西西西西西西西西西西西西西西西
<pre>EDMRestoreEng_logent(FILE,LINE, LOG_ERR,</pre>	
/* log error, clean up input queue, return error */	return &argzz)
<pre>else if (PushCommand(COMMAND_MARK_OBJECT, &status)) {</pre>	<pre>clear_RPC_state(); /* indicate process mgr idle on fatals */</pre>
crear_Kac_Reace(); / Thateace rate on tacate /	<pre>if (argzz.status == EP_RB_RECOVER_SERVERFAIL)</pre>
argzz.status = EP_RB_RECOVER_SERVERFAIL;	/* return static result struct on errors */
status, 0, *PushRocInout failed");	
<pre>EDMRestoreEng_logent(FILE,LINE, LOG_ERR,</pre>	return outarg; /* indicate process mgr idle */
<pre>if (PushRpcInput((void *)cmd_args, &status)) (</pre>	<pre></pre>
cmd_args->descend = arg->descend;	else
<pre>cmc_args-crnsou) = ary-cinsou); arg-chiadp = aWiL; / so RPc stuff wont free it */ cmd_args-shackupTime = arg-shackupTime; cmd_args-shackupTime = arg-shackupTime;</pre>	ENMestoreing_logent(_File_,_Like_,LoG_kKK, scarus,
ClearProgressValue(); /* reset progress count */	<pre>} else if (PonRorOutout((void **)&outarg, &status))</pre>
	<pre>MESSAGE_FALIDATE_DOING_ASSINC_RCC , U,</pre>
' just return failure status */	•
TRUE, COMMAND_MAKK_OBORCT))	else if (result != COMMAND_RESULT_SUCCESS)
/* make sure no spc is in progress */ else if (dargzz.status = check_RPC_state(argzz.status = EP_RB_RECOVER_SERVERFAIL;
argzz.status = EP_RB_RECOVER_NOMEM;	'PopResult mismatch: got %d command, expected %d\n',
EDMRestoreEng_logent(_STIE_,_LIME,LOG_ERR, MESSAGE_NO_MEMORY, erro, "Cannot malloc RE_mark_object_arge");	/* log error, clean up, return error */ EDMRestoreEng_logent(_FILETLNETLOG_ERR, MESSAGE_TWYLID_COMMAND_ 0
<pre>cmd_args = calloc(1, sizeof(RE_mark_object_args)); if (NULL == cmd_args) {</pre>	} else if (cmd != COMMAND_GET_RESTORABLE_OBJECTS)
int status;	argzz.status = EP_RB_RECOVER_SERVERFAIL;
static RE_mark_object_result argzz; RE_mark_object_args *cmd_args;	/* log error, clean up, return error */ EDWRestoreEng_logent(FILE
re_mark_object_Testit * re_mark_object_1_svc(IN RE_mark_object_args *arg, IN struct svc_req *req) {	<pre>argzz.status = EP_RB_RECOVER_RPC_INCOMPLETE; else {</pre>
	if (status == COMMAND_RECORD_GET_FAILED)
Tittended caller: RPC call from Restore API client	<pre>/* test for completion of processing: later use real flag */ else if (PopResult(-1, &result, &cmd, &status))</pre>
** Purpose: Function to start the marking process for a user restorable ** object and, optionally, for its descendants.	; /* just return failure status */
RE_mark_object_result *	<pre>/* make sure this RPC is in progress */ if (E_SUCCESS != (argzz.status = check_RPC_state(FALSE,</pre>
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the RPC coll	** Inputs: RE_unmark_object_args * - args for	if (arg->interrupt)
***************************************	** Routine: re_unmark_object_1	if (status == COMMAND_RECORD_GET_FAILED)
	-	/* just return failure status */ /* test for completion of processing; taker use real flag */ else if (PopResult(-1, &result, &cmd, &status))
indicate process mgr idle on fatals */	<pre>clear_RPC_state(); /* ind return &argzz</pre>	<pre>/* make sure mark is in progress */ if (drgzz.status = check_RFC_state(FALSE, COMMAND_MARK_OBJECT)) i = E_SUCCESS)</pre>
&argzz.RPCobjID);	set_rpc_obj(re_get_mark_results, &argzz.RPCobjID	<pre>axgzz.otherMarkCount = 0; }</pre>
/* indicate process mgr idle */	return outarg:	argzz.peombenyFileCount = 0; argzz.dirMarkCount = 0; argzz.dirMarkCount = 0; argzz.tiedebarkCount = 0;
lts, &outarg->RPCobjID);	<pre>else /* return popped results struct */ set_rpc_obj(re_get_mark_results, &outv clear RPC state();</pre>	else /* init static output struct for errors (18t time & aft errs */
FILE_, _LINE_, LOG_ERR, status, 0, "PopRpcOutput failure"); OVER_SERVERFAIL;	EDMRestoreEng_logent(argzz.status = EP_RB_REC	Tree or NULL) Outside Williams American America
outarg, &status))	else if (PopRpcOutput((void **)&outarg, &status)	<pre>if (outagg) /* free last results */ (/* free last results */ vdv free(vdr RR net mark results result. (char *)outagg]:</pre>
<pre>ygent(_FILE_, _LINE_, LOG_ERR,</pre>	EDMRestoreEng_loge N argzz.status = EP	seticle Red Red Back - White Seemit 'outry = NULL; seticle Red Red Back - White Seemit 'outry = NULL; int. remait. cmd, status; out to the set seemit 's setimestipperhabe'); /* note time of last RPC '/
_SUCCESS)	} else if (result != COMMAND_RESULT_SUCCESS)	IN STRICT NOT THE COLUMN TO TH
rebug logent (p. FILE. LINE. LOG_ERR, reEng.logent (p. FILE. LINE. LOG_ERR, reEng.logent (p. FILE. LINE.) CAMMALD, CAMMALD, Of "PopResult mismatch: got % command. expected %d\n', cmd.AX, CAMMAD_MAK_CAMMACT); atus = Ep_RB_RECOURS_ENGWERRAIL;	/* log ercs, clam up, return error /* log ercs, clam up, return error EDMReutorEMPL_logent [_TRILLILLE EDMReutorEMPL_logent [_TRILLILLE EDMReutorEMPL_INTER EDMReut	Intended coller: RPC cell from Restore ANI client // // // // // // // // //
	<pre>else if (cmd != COMMAND_MARK_OBJECT) {</pre>	** Purpose: Function to test for completion of, or investigation of the remark_object RPC call, and retrieve its output. **
to error return logic */	<pre>if (argzz.status != E_SUCCESS) ; /* fall thru to er</pre>	Return Codes: RE_gec_mark_results_result *
	,	** outputs: would
status, 0, "PopResult falled"); argzz.status = EP_RB_RECOVER_SERVERFAIL;		
	else (/* log error, clean up, return EDMRestoreEng_logent(FILE,	** Routine: re_get_mark_results **
		/
argzz.fileNarkCount = ReadProgressValue(); argzz.status = EP_RB_RECOVER_RPC_INCOMPLETE;	élse (argzz.fileMarki argzz.status =	<pre>set_ppc_abf(re_mark_object, &argez.RPCobjiD); return &argez }</pre>
/* if no result, error */ argzz.status = EP_RB_RECOVER_SERVERFAIL;	/* if no argzz.stan	
' signal cancer, wait this cone '' SetRpcCancelFlag(); if (PopResult (MAX_CANCEL_WAIT_SECS, &result,	(/ Signal conver, w SetRpcCancelFlag) if (PopResult (MAX_C	<pre>(/* railire somewhere: tree allocated memorry: '/ if (cmd_args) { xdr_free(xRE_mst_cobject_args, (char *) cmd_args); free(rmd args);</pre>
rii till dana	Page 110 01 104 (// Circul 2011 2001 2001	re_mark_object_1_svc

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!= E_SUCCESS) /* just return failure status */	else argzz.status = E_SUCCESS;
<pre>II ((argzz.scatus = cneck_kPC_state(</pre>	crear_krc_scace(); /* indicace idle on facals */
make sure unmar	**)&cmd_args, &status); B_RECOVER_SERVERFAIL;
argzz.falkozkout = 0; argzz.otherNarkCount = 0;	EDMRestoreEng_logent(FILE,
argzz.badFileCount = 0; Arrozz dirMarkCount = 0;	else if (PushCommand(COMMAND_UNMANK_OBJECT, &status)) (/* log error clasm in input missa varier arror */
	clear_RPC_state(); /* indicate idle on fatals */
outarg = NULL;	status, 0, "PushkpcInput failed");
RE_get	/* log error, return error */ EDMRestoreEng_logent(FILE,LINE, LOG_ERR,
if (outarg) (/* free last results */	<pre>if (PushRpcInput((void *)cmd_args, &status))</pre>
setLastRpcTime();	<pre>cmd_args->descend = arg->descend;</pre>
<pre>static RE_get_unmark_results_result argzz; static RE_get_unmark_results_result *outarg = NULL; int result, cmd, status;</pre>	<pre>cmd_args-rhisobj = arg-rhisobj; arg-rhisobj = NULL;</pre>
ro_get_umark_results_1_svc(IN R8_get_merk_results_drgs *arg,	ClearRpcCancelFlag(); /* reset cancel flag */ ClearProgressValue(); /* reset progress count */
RE get unmark results result *	@18@
/ INCHINES COLLES: INCELNA WILY:	<pre>!= E_SUCCESS) / just return failure status */</pre>
	<pre>else if ((argzz.status = check_RPC_state(</pre>
get_unmark_results_result *) Added.status = sr_nu_nuvvent_nvent, /* make sure no ruc is in progress */
	"Cannot malloc RE_unmak_vo_indoor., carro, carr
	EDMRestoreEng_logent(FILE,LINE, LOG_ERR,
** Inputs: RE_get_mark_results_args * - args for the RPC call	
** Routine: re_get_unmark_results	<pre>setLastRpcTime();</pre>
*************************************	ant scarus;
/* re_unmark_object_1 */	unmark_object_args
return &argzz	
<pre>set_rpc_obj(re_unmark_object, &argzz.RPCobjID);</pre>	RE_mark_object_result * re numer's brief 1 err(IN RE numer's object ares *are. IN struct svc res *res)
,	*
free(cmd_args);	caller: Internal Only
<pre>xdr_free(xdr_RE_unmark_object_args, (char *)cmd_args);</pre>	** Purpose: Function to unmark objects for restoral
/* failt	** Return Codes: ** Return Codes: ** RE_mark_object_result * - result of RPC function call
if (argzz.status = E_SUCCESS)	** Outputs: None
	**

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re_unmark_object_1_svc

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                                                                                                                                                                                                                                                                                                                                                                                                                                        erse
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       else if (PopRpcOutput( (void **)&outarg, &status) )
                                          return wargzz;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 else if (result != COMMAND_RESULT_SUCCESS)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           else if (cmd != COMMAND_UNMARK_OBJECT)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               if (argzz.status != E_SUCCESS)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       else if (PopResult( 1, &result, &cmd, &status) )
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 /* test for completion of processing: later use real flag */
                                                                                                                                                               t_rpc_obj( re_get_unmark_results, &argzz.RPCobjID );
(argzz.status == EP_RB_RECOVER_SERVERFAIL)
                                                                                                                                    clear_RPC_state( );
                                                                                                                                                                                                                                                                                         return outarg;
                                                                                                                                                                                                                                                                                                                                              clear_RPC_state();
                                                                                                                                                                                                                                                                                                                                                                              set_rpc_obj( re_get_unmark_results, &outarg->RPCobjID);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       EDMRestoreEng_logent( __FLLE__, _
                                                                                                                                                                                                                                                                                                                                                                                                        /* return popped results struct */
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   argzz.status = EP_RB_RECOVER_SERVERFAIL;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        EDMRestoreEng_logent( __FILE__,
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  argzz.status = EP_RB_RECOVER_SERVERFAIL;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           EDMRestoreEng_logent( __FILE_
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 argzz.status = EP_RB_RECOVER_SERVERFAIL;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    etse (
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                /* log error, clean up, return error */
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            if (status == COMMAND_RECORD_GET_FAILED)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               EDMRestoreEng_logent( _FILE_, _LINE_, LOG_ERR, status, 0, "PopResult failed");
     EDMRestoreEngService.c 15
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 *PopResult mismatch: got %d command, expected %d\n",
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          /* fall thru to error return logic */
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          argzz.status = EP_RB_RECOVER_SERVERFAIL;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            re_get_unmark_results_1_svc
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               /* log error, clean up, return error
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        else (
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            if (arg->interrupt)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             setRpcCancelFlag( );
if (PopResult( MAX_CANCEL_WAIT_SECS, &result,
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  /* signal cancel, wait till done */
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              argzz.status = EP_RB_RECOVER_RPC_INCOMPLETE;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        argzz.fileMarkCount = ReadProgressValue( );
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   argzz.status = EP_RB_RECOVER_SERVERFAIL;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  /* if no result, error */
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            MESSAGE_FAILURE_DOING_ASYNC_RPC, 0,
"RPC failure in process manager thread" );
                                                                                                    /* indicate process mgr idle on fatals */
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             0, "PopRpcOutput failure");
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      MESSAGE_INVALID_COMMAND, 0,
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           cmd, COMMAND_UNMARK_OBJECT);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        &cmd, &status) )
                                                                                                                                                                                                                                                                                                              /* indicate process mgr idle */
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        LINE
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            _LINE__, LOG_ERR
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             LOG_ERR, status,
     Fri Jan 04 15:38:13 2008
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            Fri Jan 04 15:38:13 2008
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                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    re_submit_1_svc( IN RE_submit_args *arg,
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            Page 120 of 184
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         RE_status_result .
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              ** Intended caller: Internal Only.
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   ** Purpose: Function to prepare for the restore of the currently marked
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 ** Outputs: RE_status_result * - result of RPC function call
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  ** Routine: re_submit
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             Inputs:
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            /* re_get_unmark_results_1 */
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            else
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 else if ( (argzz.status = check_RPC_state( TRUE, COMMAND_SUBMIT ))
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 /* make sure no rpc is in progress */
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                cmd_args = calloc( 1, sizeof(RE_submit_args) );
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          setLastRpcTime( );
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               RE_submit_args
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               static RE_status_result
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     if (NULL == cmd_args)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      != E_SUCCESS )
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             RE_submit_args * - args for the RPC call
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         IN struct svc_req *req )
                                                                                                                                                                                                                                                                                                                                              cmd_args->socketPort= arg->socketPort;
cmd_args->mapFile_env = esl_strdup(arg->mapFile_env);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  ClearRpcCancelFlag();
ClearProgressValue();
                                          else
                                                                                                                                                                                                                                                                                                                                                                                                                                        cmd_args->socketClientName = esl_strdup(
                                                                                                                                                                                                                                                                                                                                                                                                                                                                   cmd_args->submitObjectID = arg->submitObjectID
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   cmd_args->transport = arg->transport;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  cmd_args->inPlace = arg->inPlace;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             cmd_args->overwritePolicy = arg->overwritePolicy;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        cmd_args->directory = esl_strdup( arg->directory );
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       cmd_args->hostname = esl_strdup( arg->hostname );
                                                                                                                                                                                                                                                                                                              if (PushRpcInput( (void *)cmd_args, &status) )
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           argzz.status = EP_RB_RECOVER_NOMEM;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                EDMRestoreEng_logent( __FILE__,
                                          if (PushCommand( COMMAND_SUBMIT, &status) )
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           "Cannot malloc RE_submit_args" );
                                                                                                    clear_RPC_state( );
                                                                                                                               argzz.status = EP_RB_RECOVER_SERVERFAIL;
                                                                                                                                                                                                                         EDMRestoreEng_logent(
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      /* just return failure status */
     EDMRestoreEngService.c 16
                                                                                                                                                                                                                                                         /* log error, return error */
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          /* note time of last RPC */
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          status;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    *cmd_args;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     MESSAGE_NO_MEMORY, errno,
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  /* reset cancel flag */
/* reset progress count */
                                                                                                                                                                                         status, 0,
                                                                                                                                                                                                                    FILE_, LINE_,
                                                                                                          /* indicate idle on fatals */
                                                                                                                                                               *PushRpcInput failed*);
                                                                                                                                                                                                                                                                                                                                                                                                              arg->socketClientName);
          Fri Jan 04 15:38:13 2008
                                                                                                                                                                                                                              LOG_ERR
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re_get_unmark_results_1_svc

THE PERSON NAMED AND PE	n 04 15:38:13 2008 re_submit_1_svc Page 121 of 184 Fri Jan	
	78 re_get_submit_results_1_svc	
	Page 122 of 184	

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re_get_submit_results_1_svc( IN RE_get_submit_results_args "arg.
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             RE_get_submit_results_output *
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               ** Intended caller: Internal Only.
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                ** Purpose:
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           ** Outputs:
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     *
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          *
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           Fri Jan 04 15:38:13 2008
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          Routine:
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                : Sandur
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              set_rpc_obj( re_submit, &argzz.RPCobjID );
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             return &argzz;
                                                                                                                                                                                                                                                                                                                                                                                                                            if (outarg)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  setLastRpcTime();
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    static RE_get_submit_results_output
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             static RE_get_submit_results_output
                                  make sure submit is in progress */
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           RE_get_submit_results_output * - result of RPC function call
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                RE_get_submit_results_args
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  (argzz.status != E_SUCCESS)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                Function to test for completion of the previously started submit
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          re_get_submit_results
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             operation.
                                                                                                                                                                                                       /* init static output struct for errors (
                                                                                                                                                                                                                                                                                                                                                                  xdr_free( xdr_RE_get_submit_results_output,
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            result, cmd, status;
                                                                                                                    argzz.objectsDone = 0;
                                                                                                                                                 argzz.submitObjectID = 0;
                                                                                                                                                                                                                                                                                                                  outarg = NULL;
                                                                                                                                                                                                                                                                                                                                          free( outarg );
                                                                                                                                                                                                                                                                                                                                                                                               /* free last results */
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        if (cmd_args) (
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          /* failure somewhere: free allocated memeory:
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           /* log error, clean up input queue, return error */
EDMRestoreEng_logent( __FILE__, __LINE__, LO
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        tree ( cmd_args );
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                xdr_free( xdr_RE_submit_args,
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     argzz.status = E_SUCCESS;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        clear_RPC_state( );
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                argzz.status = EP_RB_RECOVER_SERVERFAIL;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       IN struct svc_req *req )
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             PopRpcInput( (void **)&cmd_args, &status);
EDMRestoreEngService.c 17
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  /* note time
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     * - args for the RPC call
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       0£
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  status, 0,
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       last RPC */
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    *outarg = NULL;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            /* indicate idle on
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     (char *)cmd_args );
                                                                                                                                                                              1st time & aft errs */
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          "PushCommand failed");
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           LINE_, LOG_ERR,
                                                                                                                                                                                                                                                                                                                                                                            (char *)outarg );
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            fatals */
                                                               set_rpc_obj( re_get_submit_results, &argzz.RPCobjID
if (argzz.status == EP_RB_RECOVER_SERVERFAIL)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       else if (PopRpcOutput( (void **)&outarg, &status) )
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         else if (result != COMMAND_RESULT_SUCCESS)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       else
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          if (argzz.status != E_SUCCESS)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          else if (PopResult( -1, &result, &cmd, &status)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  /* test for completion of processing: later use real flag
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     if ( (argzz.status = check_RPC_state( FALSE, COMMAND_SUBMIT ))
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             I* E_SUCCESS )
                                                                                                                                                                                                                                                            set_rpc_obj( re_get_submit_results, &outarg->RPCobjID);
                                                                                                                                                                                   return outarg;
                                                                                                                                                                                                                                    clear_RPC_state();
                                      clear_RPC_state( )
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       if (cmd != COMMAND_SUBMIT)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               BDMRestoreEng_logent( __FILE___,
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          argzz.status = EP_RB_RECOVER_SERVERFAIL;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 EDMRestoreEng_logent( __FILE__, __LINE__, LOG_ERR, MESSAGE_INVALID_COMMAND, 0.
                                                                                                                                                                                                                                                                                         /* return popped results struct */
                                                                                                                                                                                                                                                                                                                                                                            argzz.status = EP_RB_RECOVER_SERVERFAIL;
                                                                                                                                                                                                                                                                                                                                                                                                                                 EDMRestoreEng_logent( __FILE__,
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 argzz.status = EP_RB_RECOVER_SERVERFAIL;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  /* log error, clean up,
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    erse (
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     if (status == COMMAND_RECORD_GET_FAILED)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         argzz.status = EP_RB_RECOVER_SERVERFAIL;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       "PopResult mismatch: got %d command, expected %d\n",
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 /* fall thru to error return logic */
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       /* log error, clean up, return error */
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          else (
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    if (arg->interrupt)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         *
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                just return failure status *,
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  if (PopResult( MAX_CANCEL_WAIT_SECS, &result,
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  /* signal cancel, wait till done
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    argzz.status = BP_RB_RECOVER_RPC_INCOMPLETE;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            argzz.objectsDone = ReadProgressValue();
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               argzz.status = EP_RB_RECOVER_SERVERFAIL;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       /* if no result, error */
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         "RPC failure in process manager thread"
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  FILE__, __LINE__, LOG_ERR,
MESSAGE_FAILURE_DOING_ASYNC_RPC,
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            cmd
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       return error
                                                                                                                                                                                                                                                                                                                                                                                                         "PopRpcOutput failure");
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    &cmd, &status) )
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 COMMAND_SUBMIT)
                                                                                                                                                                                                                                                                                                                                                                                                                                      LINE
                                                                                                                                                                                                            indicate process mgr idle */
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LOG_ERR, status,

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                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        RE_status_result *
re_start_1_svc(IN RE_start_args *arg, IN struct svc_req
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              ** Intended caller: Internal Only.
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 ** Purpose:
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               ** Return Codes:
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              *
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  ** Outputs:
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         Inputs:
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            Routine:
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       else if ( (argzz.status = check_RPC_state( TRUE, COMMAND_START ))
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   /* make sure no rpc is in progress */
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          setLastRpcTime( );
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               RE_start_args
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           if (NULL == cmd_args)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  cmd_args = calloc( 1, sizeof(RE_start_args) ).
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          static RE_status_result argzz;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             return &argzz;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     != E_SUCCESS )
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     Function to start the restore
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        RE_status_result * - result of RPC function call
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      None
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         RE_start_args * - args for the RPC call
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    purgeriogress();
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 ClearRpcCancelFlag();
ClearProgressValue();
                                                                                                                                          else if (PushCommand( COMMAND_START, &status) )
                                                                                                                                                                                                                                                                                                                                                                            if (PushRpcInput( (void *)cmd_args, &status) )
                                                                                                                                                                                                                                                                                                                                                                                                                              cmd_args->submitObjectID = arg->submitObjectID;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      argzz.status = EP_RB_RECOVER_NOMEM;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               EDMRestoreEng_logent( __FILE__, __LINE__, LOG_ERR.
                                                                              log error, clean up input queue, return error
                                                                                                                                                                                            clear_RPC_state( );
                                                  EDMRestoreEng_logent( __FILE__,
                                                                                                                                                                                                                    argzz.status = EP_RB_RECOVER_SERVERFAIL;
                                                                                                                                                                                                                                                                                                  EDMRestoreEng_logent( __FILE__, __LINE__, LOG_ERR
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         /* just return failure status */
EDMRestoreEngService.c 19
                                                                                                                                                                                                                                                                                                                         /* log error, return error */
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     /* note time of last RPC */
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            status;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   *cmd_args;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                /* indicate process mgr idle on tatals */
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 "Cannot malloc RE_start_args" );
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             MESSAGE_NO_MEMORY, errno,
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 /* reset cancel flag */
/* reset progress count */
                  status, 0, LINE LOG_ERR
                                                                                                                                                                                                                                                                      status, 0,
                                                                                                                                                                                            /* indicate idle on fatals */
                                                                                                                                                                                                                                           "PushRpcInput failed");
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  *Yeq
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                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           RE_get_restore_feedback_result * re_get_restore_feedback_args *arg.
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     ** Intended galler: Internal Only.
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      ** Purpose: Function to determine the state of an ongoing
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         ** Return Codes:
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       ** Outputs: None
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        Koutine:
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              : Sandur
                                                                                                                                                                                                                                                                                                                                                     void
                                                                                                                                                                                                                                                                                                                                                                                                                                                          RE_status_result
static RE_Notification
                                                                                                          if (NULL == (notify = calloc( 1, sizeof(RE_Notification) )))
                                                                                                                                     memset( &argzz, 0, sizeof(RE_get_restore_feedback_result) );
                                                                                                                                                                                                                                                                                                  setLastRpcTime( );
                                                                                                                                                                                                                                                                                                                                                                                struct timeval
                                                                                                                                                                                                                                                                                                                                                                                                                                   Static Long
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             static RE_get_restore_feedback_result
                                                                                                                                                                                                                    if (NULL != notify)
                                                                                                                                                                                                                                               /* init static output struct for progress */
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               specified time.
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             return &argzz;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                set_rpc_obj( re_start, &argzz.RPCobjID
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               if (argzz.status != E_SUCCESS
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              RE_get_restore_feedback_args
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         RE_get_restore_feedback_result * - result of RPC function call
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 re_get_restore_feedback
                                                                                                                                                                                                                                                                                                                                                                                                   result, cmd, status, ret = 0;
                                                                                                                                                                                                                                                                                                                                                         *dummy = NULL;
                                                                                                                                                                                            xdr_free( xdr_RE_get_restore_feedback_result,
                                                       EDMRestoreEng_logent( __FILE__,
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             if (cmd_args) {
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        /* failure somewhere: free allocated memeory: */
                                                                                                                                                                                                                                                                                                                                                                                timeofday,
EDMRestoreEngService.c 20
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               free ( cmd_args );
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      xdr_free( xdr_RE_start_args, (char *)cmd_args );
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     argzz.status = E_SUCCESS;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                setExternalStatus( RE_STATE_STARTING );
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      clear_RPC_state( );
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             argzz.status = EP_RB_RECOVER_SERVERFAIL;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    PopRpcInput( (void **)&cmd_args, &status);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    IN struct svc_req *req
                                                                                                                                                                                                                        /* release old feedback */
                                                                                                                                                                                                                                                                                                  /* note time of last RPC */
                                                                                                                                                                                                                                                                                                                                                                                                                                   lasttime = 0;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      *outarg = NULL;
                                    MESSAGE_NO_MEMORY, errno
                                                                                                                                                                                                                                                                                                                                                                                                                                                               *notify = NULL;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   * - args for the RPC call
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             argzz;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      /* indicate idle on fatals */
                                                           LINE___
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    "PushCommand failed");
                                                           LOG_ERR
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                                                                                                                                                                     char * )&argzz );
```

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re_get_submit_results_1_svc

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re_start_1_svc

ione)		outbacs: Mone			
ione)		**			}
	args * - args for the RPC call (none)	** Inputs: RE_null_args	-7	argzz.status = EP_RB_RECOVER_SERVERFAIL	
	re_get_question	Routine:	"RPC failure in process manager thread"	"RPC failure in pro	
**************	/*************************************	**	8	MESSAGE_FAIL	
	/- elic of refactrescore_reamacv_r /	/ entre of t	IE, LOG_ERR,	EDMRestoreEng_logent(FILE , LINE	_
	ant southern foredrant 1 */)	(8)	else if (result := COMMAND_RESULT_SUCCESS)	· e. ~
KECODIED //	set_rpc_ob](re_get_restore_teedback, wargzz.krcoujin);	sec_rpc_obj	AIL;	cmd, COMMAND_START); argzz.status = EP_RB_RECOVER_SERVERFAIL;	-
		-	expected %d\n",	"PopResult mismatch: got %d command.	
	argzz.notify = notify;	argzz.n	MESSAGE_INVALID_COMMAND, 0,	EDMRescoreing_logent(File_,Fi	
		if (ret == 0)	*/	/* log error, clean up, return error */	
	PopNotifications(notify, &status);	ret = PopNo		(cmd != COMMAND_START)	if
	Lasttime = timeorday.tv_sec - 120;) Las		t == 0)	if (ret
*****	- ((argzz.sc			
777	A LEWOOM DEED CONTRACTOR OF THE PERSON OF TH		AIL;	argzz.status = EP_RB_RECOVER_SERVERFAIL;	
<pre>(E, LOG_ERR, status, 0, rus failed*);</pre>	/* log errur, continue "/ DMRestoreEng_logent(_FILE, _LINE, LOG_ERR EDMRestoreStatus failed"); argzz.status = EP_RB_RECOVER_SERVERFAIL;		D, return error */ ETIE_, LOG_ERR, eretus O **DopReoulf failed*).	else { /* log error, clean up, return error EDMRestoreEng_logent (FILE , LIT	0.
estStats, &status))	(0 != getRestoreStatus(lasttime, &argzz.rstStats, &status	if (0 != ge	:_INCOMPLETE;	argzz.status = EP_RB_RECOVER_RPC_INCOMPLETE;	
/* for time of getRestoreStatus */	gettimetray: attmetray, among // for tim	DECC23190	ne already */	} else /* no cancel and not done already */	
	or stimoofday dimmy):	1011		,	
		Ĵ	E_SUCCESS to */ below */	else (/* result popped, leave E_SUCCESS to */ /* update (final) stats below */	
starts possible later */ i); /* back to browsing */	lasttime = 0; /* in case multiple starts possible later */ setGlobalStatus (EDMRE_STATE_BROWSING) /* back to browsing *,	las set	RPC_INCOMPLETE;	/* if no result, user must keep trying */ argzz.status = EP_RB_RECOVER_RPC_INCOMPLETE;	
B_RECOVER_SERVERFAIL) (/* indicate process mgr idle on fatals */	(argzz.status == EP_RB_RECOVER_SERVERFAIL) (clear_RPC_state(); /* indicate process mgr	if (arg	<pre>&cmd, &status)) != 0)</pre>	SetRoccancelFlag(); SetRoccancelFag(); if (ret = PopResult(MAX_CANCEL_RESTORE_WAIT_SECS,	
starts possible later */ 3); /* back to browsing */	lasttime = 0; /* in case multiple starts possible later */ setGlobalStatus (EDMRE_STATE_BROWSING); /* back to browsing */	las set		<pre>/* set cancel if requested */ if (arg->quit_restore) (</pre>	
cate process mgr idle */	clear_RPC_state(); /* indi	cle		Cotatio == COMMAND RECORD GRAD EXTLED	
		-	use real flag */	/* test for completion of processing: later use real flag */	/* te
s; lt, (char *)outarg);	argzz.status = outarg->status; xdr_free(xdr_RE_status_result, (char *)outarg); free(outarg);	~	<pre>in progress */ state(FALSE, COMMAND_START)) == E_SUCCESS)</pre>	make sure restore (start) is in progress */ { (argzz.status = check_RPC_state(FALSE, COMMAND_S'	/* make s if ((arg
20022		D 200		return &argzz	-
DINE, LOG_ERR, status, PopRpcOutput failure");	FILE_, _LINE_, LOG_ERR, statu 0, "PopRpcOutput failure");		argzz.RPCobjID);	<pre>set_rpc_obj(re_get_restore_feedback, &argzz.RPCobjID);</pre>	TO.
	EDMRestoreEng_logent(argzz.scacus = EF_RB_RBCOVER_NOMEM;	0
&status))	if (PopRpcOutput((void **)&outarg, &status))	ion");	Cannot malloc RE_Notification");	"Cannot malloc RE	

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** backup object.	KE Status re
red for the current top	Return Codes:
** RE_get_top_level_templates_result * - result of RPC function call	** Outputs: None
** Return Codes:	** Inputs: RE_set_user_answer_args * - args for the RPC call
** Outputs: None	The state of the s
** Inputs: RE_get_top_level_templates_args * - args for the RPC call	** ROUTTIND: דם מסי שממשטי
** Routine: re_get_top_level_templates_1	\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\
→ 电线电阻器 电电阻电阻电阻电阻电阻 电电阻电阻 电电阻 电阻	return &ergzz
	set_rpc_obj(re_get_question, &argzz.RPCobjTD);
return &argzz	/* return question structure */
<pre>set_rpc_obj(re_set_user_answer, &argzz.RFCobjID);</pre>	else
arg->answers.firstanswer = NULL; /* so only freed once */	status == QuastioN_MCONNLENT_FAILED /* Assume uses wrong // else
setExternalStatus(RE_STATE_POSTPHASE); lear answer list pointer,	*PopQuestion failed*);
<pre>1f (EDMRE_STATE_PREPHASE == getClobalStatus(NULL))</pre>	else if (0 != (result = PopQuestion(1, &question, &status))) (/* dequeue question failed log error, continue */ FRMSeetropEnn locent/ print INTR for ERR status 0.
else { /* restore external state to proper phase */	<pre>/* in proper state: fetch question from question queue */</pre>
er failed" RVERFAIL;	(and -1 () -1
else if (PushAnswer(&arg->answors, &status)) (
/* in proper state: push response on answer queue */	<pre>/* make sure restore (start) is in progress */ if (dargz.status = check_RPC_state(FALSE, COMMAND_START)) = E SUCCESS </pre>
<pre>argzz.status = EP_RB_RECOVER_INVALOP;)</pre>	memset(&question, 0, sizeof(Question));
else if (getExternalStatus() != RE_STATE_STOPPED) (/* not awaiting answer, either user error or aborted */	<pre>argzz.query = NULL; /* init response structure */ /* dont free last question - its owned by process thread. /* dont free last question - its owned by process thread.</pre>
<pre>!= E_SUCCESS) /* just return failure status */</pre>	setLastRpcTime(); /* note time of last RPC */
<pre>/* make sure restore (start) is in progress */ if (dargz.status = check RPC state(PALSE, COMMAND START))</pre>	static Question question; int result, status;
setLastRpcTime(); /* note time of last RPC */	RE_get_question_result ar
static RE_status_result argzz; int status;	RE_get_question_result * re_get_question_1_svc(IN RE_null_args *arg, IN struct svc_req *req)
RE_status_temit * re_set_user_answer_1_src(IN RE_set_user_answer_args *arg, rs_set_user_answer_args *arg, rs_set_user_answer_a	Intended caller: Internal Only.
*/	** Purpose: Function to retrieve a restore execution query
** Intended caller: Internal Only.	** Return Codes: ** RE_get_question_result * - result of RPC function call **
Function to return the user response to a rest	
Page 128 of 184 re_set_user_answer_1_svc Fri Jan 04 15:38:13 2008	Page 127 of 184 re_get_question_1_svc Fri Jan 04 15:38:13 2008

Fri Jan 04 15:38:13 2008 EDMRestoreEngService.c 25 Page 129 of 184	*/ Rejet_current_templateresult * Rejet_current_templateresult * Rejet_current_templateresult args *arg, rejet_current_template_result argsz; static REjet_current_template_result argsz; static char template_buff[MAX_TRRPIATE_LEM] = **;	Purpose: Function to retrieve trhe currently selected template name Intended caller: Internal Only.	** Outputs: Name ** Return Codes: ** Return Co	a: re_get_current_template : RE_null_args * - args for the RPC call (none)	return Gargzz;	argaz.atetus = RSTSL_GetToplevel.tempistest ang 3-topleveloc), argaz.atetus = RSTSL_GetToplevel.tempistest ang 3-topleveloc), argaz.atetus = RSTSL_GetToplevel.tempistest argaz.atetus = A	arga.cookie arg-ocokie; argaz.cepjatese NUL; if (largaz.status check_RFC_stats(FALSE, COMMAND_NONE_ACTIVE)) if (largaz.status check_RFC_stats(FALSE, COMMAND_NONE_ACTIVE)) if E_SUCCESS) /* we weren't idle, leave templates=NUL; else (/* free last call's output: "/ if (lastNumBrtree) (xdr_free(xdr_RE_get_rop_level_templates_result, (lastNumBrtree = 0; }	level_templates_result argzz; stNumEntries = 0;	// RE_get_top_level_templates_result * RE_get_top_level_templates_level_ts RE_get_top_level_templates_args *arg, re_get_top_level_templates_level_ts RE_get_top_level_templates_args *arg,	** Intended caller: Internal Only.
Fri Jan 04 15:38:13 2008 EDMRestoreEngService.c 26 Page 130 of 184) COMMAND_N	<pre>if (NULL == arg) argzz.status = EF_RB_RECOVER_REC_FAIL;</pre>	<pre>/* free previously returned list of media */ if (media_list) { if symmetry the list of media_list); media_list = NULL; }</pre>	<pre>static RE_get_Incessary_media_result argus; static RER_get_Incessary_media_list = NIIL; static RER_get_Incessary_media_list = NIIL; set_LastRpcTime(); /* note time of last RPC */</pre>	RE_get_mecessary_media_result * re_get_mecessary_media_ares re_get_mecessary_media_ares re_get_mecessary_media_ares reg_reg_reg_ reg_) {	Return Communication of the Communication call representation to retrieve the list of media need to restore the currently marked objects of media need to restore the notation of the currently marked objects. Intended caller: Internal Only.	Routine: re_get_mecessary_media_args " - args for the RPC call Outputs: None	argzz.status = RSTSL_GetCurrentTemplate(argzz.templateMano,) set_mpc_obj(re_get_current_template,	(argzz.status = c E_SUCCESS) /* we	<pre>/* init output struct ptr first time; clear string other times */ if (templace_buff() = 0) else template_buff() = 0;</pre>	setLastRpcTime(); /* note time of last RPC */

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re_get_top_level_templates_1_svc

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re_get_current_template_1_svc

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static RE_ost_All_backup_times_result *ortex; static Re_est_All_backup_times_result *outery = NULL; int result, cmd, status;	<pre>cmd_args-setartine = arg-setartine; cmd_args-setartine; cmd_args-setagt = arg-setagt; cmd_args-sitagt = arg-sitagt; cmd_args-sitagt = arg-sitagt;</pre>
RE.get.all.backup_times_result_l_svc(IN RE_mull_orgs 'arg, re_get_all_backup_times_result_l_svc_req 'req) IN Struct svc_req 'req) {	/* make sure no RPC is in progress */ else if (E.SUCCESS : (argus.iscus = check_RPC_state(TRUE, else if (E.SUCCESS) : (argus.iscus = check_RPC_state(TRUE))) /* just return failure status ; else i
Intended caller: RPC call from Restore AFT client	MESSAGE_NO_I
	<pre>cmd.args = calloc(1. szeof(RE_got_all_backup_times_args)); if (NULL == cmd_args) [EDMRastorEEng_logent(FILE,LINE, LOG_ERR.</pre>
** Outputs: None ** Return Codes:	us =
Routine: re_ Inputs: RE_r	srotic RE_detain_roull RE_gon_all_backup_times_args srotus; tiff setLastRpcTime();
return @Argzz;	RE_statio_result * re_get_all_backup_times_1_src(IN RE_get_all_backup_times_args *arg,
set_rpc_obj{ re_get_all_backup_times. &argzz.RPCobjID);	* Intended oplier: RPC call from Rescore API client
rue (rue_rue) (rue_args); free (rue_args);	** Purpose: Function to start the asynchronous operation to find all the backups available for the current workitem
if (argzz.status i= E.SUCCESS) /* fallure somewhere: free allocated memocut: */ if (cmd.args)_f() /* by go on all backin fimes arms.	** Outputs: None ** Return Codes: ** Return Codes: ** Return Codes:
else argzz.status = E_SUCCESS;	** ROULINE: re_get_all_backup_times_args * - args for the RPC call **
Popperiput (void **.komd_args, detatus); argzz_status = Ber JEROOFES, ESEMERATI, clear_RPC_state(); /* indicate idle on fatals */	
/* log error, clean up input queum, keturm error '/ /* /* log error, clean up input queum, keturm error '/ / /* log error, clean up input queum, Like_, LOG_ERR, Stetus, '/ input clean de silodii.	<pre>set_Tpc_obj(re_get_necessary_media, &argzz.RPCobjID); return &argzz</pre>
asgzz.sculs = sc_m_noovez_seconderit; asgzz.sculs = sc_m_noovez_seconderit; sc_less_sc_ass_s	<pre>nedia_list = argzz.medialist: /* save to free next time in */</pre>
{ /*log error, return error */ EDWRestoreEng_logent(FILE,LINE, LOG_ERR.	
<pre>cmd_args->cookie = arg->cookie; if (PushRpcInput((void *)cmd_args, &status))</pre>	argzz.medialist = NULL; argzz.medialist = RSYSL GetNecessarvMedia(arg->maxEntries.
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	Routine: re_is_there_prev_backup 'Inputs: RE_set_backup_time_args 'Outputs: None "Return Cadags: FDAM	(alse / return popped results struct / (alse_ / return popped results struct / (alse_ / return popped results struct / (alse_ / return popped results / return popped results (alse_ / return popped results struct / return popped return
L_CUTTENT_BACKUD_LING_result argsz; L_CUTTENT_BACKUD_LING_result argsz; L_CUTTENT_BACKUD_LING_result argsz; L_CUTTENT_BACKUD_LING_RECC_Y/ LE africture */ Tims = 0; /* if not_did, knc_FALL; SS) /* wa waren't alde, reject coll !/ z.status = RSTSL_GetCutrentBackupTime(** Routine: re_is_there_pr ** Inputs: RE_set_backup_t ** Outputs: Mone ** Carren Codes:	/* return popped results struct */ set_rpc_obj(re_get_all_backup_times_result,
	** Routine: re_is_there_pr ** Tiputs: RE_set_backup_t ** Outputs: None	/* return popped results struct */
	** Routine: re_is_there_pr	0 20
L_current_backup_time_result argsz; L_current_backup_time_result argsz; L_current_backup_time_result argsz; L_current_backup_time_flast_RPC */ L_current_backup_time of last_RPC */ L_current_backup_time of last_RPC */ Time = 0, /* if not_dide, reduct of the flast_RPC */ SS) /* www.enof.dide, reduct call t // z.status = RSTSL_GetCurrentBackupTime(z.status	** Routine: re_is_there_pr	
L_current_backup_time_result argsz; L_current_backup_time_result argsz; L_current_backup_time_result argsz; L_stricture */ ** note time of last RPC */ ** RAISE, COMMAND_NONE_ACTIVE)) ** note time of last RPC code coll */ ** se weren't ide, reject coll */ ** re_det_current_backup_time, &argsz.RPCobjID); ** re_det_current_backup_time, &argsz.RPCobjID);	** ***	argzz.status = EP_RB_RECOVER_SERVERPAIL;
LCUTTENLAND, REJUILLANDS *ARR, IN SERVICE SVC_FEQ *req } (-CUTTENLAND, LIBO_FEBALE ANGEZ; RES () /* NOTE LIBO Of LAST RPC */ IL SERVICE */ IL SERVICE = ED_RE_RECOVER_RPC_FALL; ZENELUS = ED_RE_RECOVER_RPC_FALL; ZENELUS = ED_RE_RECOVER_RPC_FALL; ZENELUS = REFELL_SECOVER_RPC_FALL; SS) /* We weren't idde, reject coll / ZENELUS = REFELL_GECONTENTERCHUPTHE // ZENELUS = REFELL	/************************	ELINE
N RE_null_args *arg. IN struct svc_req vchup_time_result argsz; // note time of last RFC */ p */ e check_RFC_FALL; = check_RFC_FALL; = check_RFC_FALL; - check_RFC_STATE; // rif not did, reject onl; // rent_did, reject onl; // rent_backup_time, &argzz.RFCobjID }; ent_backup_time, &argzz.RFCobjID };		<pre>else if (PopRpcOutput((void **)&outarg, &status)) {</pre>
N RE_null_args 'arg. IN struct svc_req vchup_time_result asgsz: // note time of last RFC '/ p '/ p :- check_NPC_state_(s. comean_Nows_Ac' ren't dide, reject call '/ ren't dide, reject call '/ strot_ddle, reject call '/ strot_backup_time, &argzz.RFCobjID);	return &argzz	<pre>arg22.status = EP_RB_RECOVER_SERVERFAIL;</pre>
N RE_null_args *arg. IN struct swc_req whup_time_result argsz; // note time of last RFC */ p */ = check_RFC_FALL; = che	set_rpc_obj(re_get	
N RE_null_args *arg. IN struct svc_req \text{Chup_timo_result argsz:} \text{' note time of last RPC ' / \text{' note time of last RPC ' / \text{' r structe(} \text{ip_la_RECOVER_RPC_FAIL;} \text{ = check_RPC_state(} r other idls _ reable ' / \text{ / if not idls _ reable ' / \text{ r other idls _ r ot	J	EDMRestoreEng logent (FILE , LINE , LOG ERR,
N RE_null_args *arg. IN struct swc_req whup_time_result argsz; // note time of last RFC */ * '/ " in note time of last RFC */ * '/ if not idle, relote '/ /* if not idle, relote '/ /* if not idle, relote time '/ /* if		else if (result != COMMAND_RESULT_SUCCESS)
N RE_null_args *arg. IN struct svc_req vcNup_time_result asgsz: // note time of last RPC */ p */ p.Ha_RECOURE_RPC_FAIL; = check_APC_trate(s. + result ddls, trouble */ *result ddls, trouble */ *result ddls, trouble */ *result ddls, trouble */	else (argzz.status = EP_RB_RECOVER_SERVERFAIL;
N RE_null_args *arg. IN struct svc_req ckup_timo_teault argsz: /* note time of last RPC */ p . / p.pa_recover_rett(p.pa_recover_rett() e check_RPC_FALL;	!= E_SUCCESS) /*	"PopResult mismatch: got %d command, expected %d\n", cmd, COMMAND_GET_ALL_TIMES);
N RE_null_args *arg. IN struct svc_req chup_timo_teault argsz: /* note time of last RPC */ s */ p_Na_RECOURE_RPC_FAIL:	else if ((argzz.s	/ log_error, clean up, recur error / LOG_err, EDWRestoreEng_logent(_FILE, LINE, LOG_ERR, MESSAGE_INVALID_COMMAND, 0,
N RE_null_args *arg, IN struct svc_req NcNup_time_result arguz; /* note time of last RPC */ * */	if (NULL == arg) argzz.stati	else if (cmd != COMMAND_GET_ALL_TIMES)
NRE_null_args *arg, IN struct svc_req nckup_time_result argzz; /* note time of last RPC */	<pre>/* init result structure argzz.backupTime = 0;</pre>	argzz.status = EP_RB_RECOVER_SERVERPAIL;
IN RE_null_args *arg, IN struct svc_req cckup_time_result argzz;	setLastKpcTime();	<pre>EDMRestoreEng_logent(FILE,LINE, LOG_ERR,</pre>
<pre>IN RE_null_args *arg, IN struct svc_req IN Re_null_args *argz;</pre>		
[N RE_null_args *arg, IN struct svc_req	{ static RE_get_curr	argzz.status = EP_RB_RECOVER_RPC_INCOMPLETE;
	re_get_current_backup_time_1_svc	<pre>if (status == COMMAND_RECORD_GET_FAILED) {</pre>
_time_result *	RE_get_current_backup_time_result *	(else if (Popkesult(-1, wiesult, wome, wstatus) /
	/	/ test for completion of processing */
** Intended caller: Internal Only.	** Intended caller: Intern	; /* just return failure status */
Function to retrieve the currently selected backup time	Purpose:	/* make sure this kre is in progress '/ make sure this work is recorded to the success is (argz: status = check_RPC_status (FALSE,
RE_get_current_backup_time_result * - result of RPC function call		argzz.scacus = kr_ks_ks_ks_c_salt;
	** Return Codes:	if (NULL == arg)
	** Outputs: None	
urgs * - args for the RPC call (none)	Inputs: RE_null_args	argzz.backupTimes = NULL;
re_get_current_backup_time	Routine:	= 0;
/*************************************	**	else /* init static output struct for errors (
/* indicate process mgr idle on ratais */	return &argzz	outarg = NULL;
	clear_RPC_state();	free(outarg);
<pre>/* return static result struct on errors */ set_rpc_obj(re_get_all_backup_times_result, &argzz.RPCobjID); if (argzz.status == EP RECOVER SEVVEREALL)</pre>	<pre>/* return static r set_rpc_obj(re_ge if (argzz.status =</pre>	outerg->backupTimes = NULL; /* this is freed by RSTSL */ xdr_free(xdr_RE_et_all_backup_times_result,
	J	if (outarg) (/* free last results */
/* indicate process mgr idle */	return outarg;	setLastRpcTime(); /* note time of last RPC */
re_get_all_backup_times_result_1_svc Page 134 of 184	Fri Jan 04 15:38:13 2008	Fri Jan 04 15:38:13 2008 re_get_all_backup_times_result_1_svc Page 133 of 184

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CLE	i= E_SUCCESS) /* if not idle, trouble */
	if NNLL == arg) argz.sstatus = EP_RB_NECOVEN_RPC_FAIL; else if (argzz.status = check_RPC_state()
Routine: set_backup_time_request	setLastRpcTime(); /* note time of last RPC */
*************************************	static RE_boolean_result argzz;
return &argxz	<pre>re_is_there_next_backup_for_time_1_avc(IN RE_backup_for_time_args *arg, re_is_there_next_backup_for_time_1_avc(IN Struct svc_req *req)</pre>
set_rpc_obj{ re_is_there_next_backup, &argzz.RPCobjID);	By hooless wears!
6argzz.boolResult);	** Intended caller: Internal Only.
ii 	** specified time.
else i! (argzz.status = cneck_kvL_scate(** RE_boolean_result * - result of RPC function call ** Purpose: Function to test if there is a backup available more recent than
<pre>if (NULL == arg) argzz.status = EP_RB_RECOVER_RPC_FAIL;</pre>	Output
setLastRpcTime(); /* note time of last RPC */	** Inputs: RE_backup_for_time_args * - args for the RPC call **
	** Routine: re_is_there_next_backup_for_time
RE_booleen_resulf * ris_there_next_backup_l_swc(IN RE_set_backup_time_args *arg, IN struct svc_req *req)	} FELUEI WARNES!
** Intended caller: Internal Only.	<pre>set_ppc_obj(re_is_there_prev_backup, &argzz.RPCobjID);</pre>
** Purpose: Function to test if there is a backup available more recent than the currently selected time.	erse i argzz.status = RSTSL_IsTherePrevBackup(arg->flags, &argzz.boolResult);
Return Codes: RE_boolean_result * - result of RPC function call	!= E_SUCCESS) /* if not idle, trouble vowen
** Outputs: None	else if { (argzz.status = check_RPC_state(
** Inputs: RE_set_backup_time_args * - args for the RPC call	<pre>if (NULL == arg) argzz.status = EP_RB_RECOVER_RPC_PAIL;</pre>
** ** Routine: re_is_there_next_backup	setLastRpcTime(); /* note time of last RPC */
/*************************************	static RE_boolean_result ergzz;
<pre>set_rpc_obj(re_is_there_next_backup_for_time, dargzz.RRCobjID); return &argzz }</pre>	RE_boolong_result * re_is_there_prov_backup_l_svc(IN RE_set_backup_time_ergs *arg, IN struct svc_req *req) (
boolkesult);	** Intended caller: Internal Only.
argzz.status = RSTSL_IsThereNextBackupForTime(** Purpose: Function to test if there is an older backup available
else (/* we weren't idle, reject call */	** RE_boolean_result * - result of RPC function call
Page 136 of 184 re_is_there_next_backup_for_time_1_svc	Page 135 of 184 re_is_there_prev_backup_1_svc Fri Jan 04 15:38:13 2008

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else if (cmd i= internal_command) { /* log error, clean up, return error */	} else if (cmd {	<pre>// failure somewhere: free allocated memeoxy: */ if (cmd_args) { xdr_free(xxir_RE_set_backup_time_args, char *) cmd args);</pre>
/* log error, clean up, return error */ EDMRestoreEng_logent(_FILELINE_ LOG_ERR, EDMRestoreEng_logent(_FILED. *PopResult failed*); argzz.status = EP_RB_RECOVER_SERVERPXIL;		else argzz.status = E_SUCCESS; } if (argzz.status := E_SUCCESS)
) else	<pre>clear_kPC_state(); /* indicate idle on tatals */ }</pre>
if (status == COMMAND_RECORD_GET_FAILED)	3 3 3	**) &c B_REC
<pre>/* test for completion of processing */ else if (PopResult(-1, &result, &cmd, &status)) else</pre>	/* test for else if (Pop	DDMRestoreEng_logent(_FILE,_LINE, LOG_ERR, Status_0_0_bushCompand_failed');
<pre>(E_SUCCESS != (argzz.status = check_RPC_state(FALSE,</pre>	if (B_SUCCES;	E (PushCommand(internal_c
e this RPC is in progress */	/* make sure	argzz.status = EP_RB_RECOVER_SERVERFAL; clear_RPC_state();
<pre>xdr_free(xir_RE_strtus_result, (char *)outarg); free(outarg); outarg = NULL);</pre>	xdr_ free	/* log erroz, return error */, EDMRestoreEng_logent (= FILE_, _LINE_, LOG_ERR, status, 0,
rg)	if (outarg)	<pre>if (PushRpcInput((void *)cmd_args, &status))</pre>
lime(); /* note time of last RPC */	setLastRpcTime();	cmd_args->flags = arg->flags;
<pre>static RE_status_result argzz; static RE_status_result 'outarg = NULL; int result, cmd, status;</pre>	static RE_st static RE_st int resu	/* make sure no RPC is in progress */ else it (E.SUCCESS: it desgra.statue = check_RPC_state(TRUE, else it (E.SUCCESS: desgra.statue = check_RPC_state()) /* just return failure setue*/)
RE_status_result * set_backup_time_result(IN int internal_command, IN int rpc_function_no) set_backup_time_result(IN int internal_command, IN int rpc_function_no)	RE_status_result * set_backup_time_resul ("Cannot malloc RE_set_backup_time_args"); argzz.status = EP_RB_RECOVER_NOMEN;
	'	EDMRestoreEng_logent(FILE,LINE, LOG_ERR,
** Intended caller: RPC service function	** Intended caller:	<pre>cmd_args = calloc(1, sizeof(RE_set_backup_time_args)); if (NULL == cmd_args)</pre>
Function to test for completion of the re_set_xxx backup RPC calls, and retrieve some or all of their output.	** Purpose: Function ** RPC ca.	<pre>if (NULL == arg) argzz.status = EP_RB_RECOVER_RPC_FAIL;</pre>
les: RE_status_result * - result of RPC function call	Return Coc	setLastRpcTime(); /* note time of last RPC */
	** Outputs: None	RE_set_backup_time_args
int internal_command int rpc_function_no	** Inputs: int int	rpc_function_no)
set_backup_time_result	** Routine: set_bac	RE_status_result * set_backup_time_request(IN RE_set_backup_time_args *arg, IN int internal command.
》是许有外外的证明的现在分词的现在分词是有效的证明的证明的证明的证明的证明的证明的证明的证明的的证明的的证明的现在分词的证明的证明的证明的证明的证明的证明的证明的证明的证明的证明的证明的证明的证明的	/**************************************	
gzz;) return &argzz	** Intended caller: RPC function service calls
set_rpc_obj(rpc_function_no, &argzz.RPCobjID);	set_rpc_obj	** Purpose: Function to start the asynchronous operation of all the re_setbackup rpc functions
free(cmd_args);	- -	** RE_status_result * - result of RPC function call
П	Fri Jan 04 15:38:13 2008	Fn Jan 04 15:38:13 2008 set_backup_time_request Page 137 of 184

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None	********************
Inputs: RE_set_backup_time_args * - args for the RPC call	: :
	return argzz;
- 2	argzz = set_backup_tame_request(arg, comann)_ser_FIRST_backup, /*** re_set_first_backup); ***
return argzz;	
re_sec_nexc_backup);	{ RE_status result *argzz;
argzz = set_backup_time_request(arg,	RE_status_result * re_met_first_backup_l svg(IN RE_sec_backup_time_args *arg, IN struct svc_req *req)
RE_status_result *argzz;	
<pre>re_set_next_backup_l_svc(</pre>	Intended caller: Internal Only.
RE_status_result *	** Purpose: Function to select the oldest backup for the current workliem RE_s
** Intended caller: Internal Only.	Return Codes: RE_status_result * - result of RPC function call
Purpose: Function to set to the next (more recent) backup time	Outputs: None
RE_status_result * - result of RPC function call	Inputs: RE_set_backup_time_args * - args for the RPC call ***
odes:	Routine: re_set_first_backup
Outputs: None	\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\
Inputs: RE_set_backup_time_args * - args for the RPC call	: : :
Rourine: re_set_next_backup	::
	clear_RPC_state(); /* :-dicate process mar idle on fatals */
	/* return static result struct on errors */ set_Tpc.obj(rpc_function_no, keargz.RPCobjID); if _largz = thin s = RP RECOVER SERVERFAIL)
return argzz;	
<pre>argzz = set_backup_time_result(</pre>	return outarg; /* indicate process mgr idle */
RE_status_result *argzz;	<pre>/* Itelum popped resurce struct / set_rpc_bdj(rpc_function_no, &outarg->RPCobjID); close</pre>
IN struct svc_req *req)	ISO
RE_status_result * re_set_first_backup_result_1_svc(IN RE_null_args *arg,	
	EDMRestoreEng_logent(FILE,LINE, LOG_ERR, status,
** Intended caller: Internal Only.	else if (PopRpcOurpur((void **)&outarg, &status)) ****
skup for the current workitem	**
the zpc	:::
Return Codes:	SOLD SOCCESS)
** Outputs: None	025210
Inputs: RE_null_args * - args for the RPC call	nmand); **
Routine: re_set_first_backup_result	* * * *
Page 140 of 184 re_set_first_backup_result_1_svc Fri Jan 04 15:38:13 2008	5:38:13 2008

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the would be would be BDO Empelor and	***************************************
** *** Purpose: Function to set to the next (more recent) backup time **	RE_status_result * re_set_previous_backup_result_1_svc(IN RE_null_args *arg, IN struct svc_reg *req)
** Intended deller: Internal Only.	(RE_status_result *argzz;
RE_status_result * re_set_next_backup_result_1_svc(<pre>argzz = set_backup_time_result(COMMAND_SST_PREVIOUS_BACKUP,</pre>
IN RE_null_args *arg, IN struct svc_req *req)	return argzz;
RE_status_result *argzz;	\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\
<pre>argzz = set_backup_time_result(COMMAND_SET_NEXT_BACKUP,</pre>	** Routine: re_set_backup_for_time
return argzz;	** Inputs: RE_backup_for_time_args * - args for the RPC call
	** Outputs: None
/*************************************	** Return Codes: ** RE_status_result * - result of RPC function call
** Routine: re_set_prev_backup	** Purpose: Function to set to a specified backup time.
** Inputs: RE_set_backup_time_args * - args for the RPC call	Intended caller: Internal Only
** Borism Codoc.	'
** Purpose: Function to set to the next (more recent) backup time	RE status_result ' RE_status_result ' RE_backup_for_time_args 'arg, IN struct svc_req 'req)
Intended caller: Internal Only.	
RE_status_result * "**set_Dackup_lawe(IN RE_set_Dackup_time_args *arg, IN struct swc_req *req) (stotic RE_status_result argzz; RE_backup_Cor_time_args status cond_args; set_lasExportise(); /* note size of last RPC */
RE_status_result *argzz;	ñ 11
<pre>argzz = set_backup_time_request(arg,</pre>	<pre>argzz.suacus = nr_spo_recover_re_retur; cmd_args = calloc(1, sizeof(RE_backup_for_time_args)); if NNII, == cmd args)</pre>
return argzz;	
** Routine: re_set_prev_backup_result	wESSAGE_MO_MEMORY, errno, "Cannot malloc RE_get_sl1_backup_times_args");
** Inputs: RE_set_backup_time_args * - args for the RPC call	argzz.status =
** Outputs: None ** Return Codes:	/* make sure no RPC is in progress */ ' else if (E_SUCCESS i= (argzr.Status = check_RPC_state (TRUE, comeanD_SET_BACKUE_FOR_TIME))) /* just return failure status */
** RE_status_result * - result of RPC function call	else (cmd_args->flags = arg->flags;
	<pre>if (PushRpcInput((void *)cmd_args, &status))</pre>
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	G
EDMRestoreEngService.c 40	Page 143 of 184 EDMBastoreFroService c 39 Fri Jan 04 15:38:13 2008
RE_status_result * re_met_most_recent_backup_1_svc(,
*/	return argzz;
** Intended caller: Internal Only.	re_set_backup_for_time);
** Purpose: Function to set to the next (more recent) backup time **	argzz = set_backup_time result(COMMAND SET BACKUP FOR TIME,
** KE_Status_result * - result of KPC function call	RE_status_result *argzz;
Return Codes:	IN RE_null_args *arg, IN struct svc_req *req)
** Outputs: None	RE_status_result .
** Inputs: RE_set_backup_time_args * - args for the RPC call	*/
** Routine: re_set_most_recent_backup	** Intended caller: Internal Only.
/xxx+rxxxx+rxx++rxx++rxxxxxxxxxxxxxxxxx	** Purpose: Function to set to the next (more recent) backup time
	** Return Codes: ** RE_status_result * - result of RPC function call **
	** Outputs: Mane
return &argzz	** Inputs: RE_set_backup_time_args * - args for the RPC call
<pre>set_rpc_obj(re_is_there_prev_backup_for_time, &argzz.RPCobjID);</pre>	** Routine: re_set_backup_for_time_result
	/x+x+x+x+x++++++++++++++++++++++++++++
kargzz. boolResult);	return &argzz
<pre>argzz.status = RSTSL_IsTherePrevBackupForTime(arg->time,</pre>	<pre>set_rpc_obj(re_set_backup_for_time, &argzz.RPCobjID);</pre>
else (
!= E_SUCCESS)	At the second manager of
<pre>else if (argzz.status = cneck_krc_status, commanD_none_active))</pre>	from (char *)cmd_args);
	xdr_free(xdr_RE_backup_for_time_args,
<pre>if (NULL == arg) arg2z.status = EP_RB_RECOVER_RPC_FAIL;</pre>	(/f failure somewhere: free allocated memeory: */
setLastRpcTime(); /* note time of last RPC */	APP (24 data detains II in GITOCHOO)
static RE_boolean_result argzz;	argzz.status = E_SUCCESS;
re_is_there_prev_hackup_for_time_l_avc(IN RE_backup_for_time_args *arg, IN struct svc_req *req) {	<pre>clear_RPC_state(); /* indicate idle on fatals */ else</pre>
	**) &c
** Intended caller: Internal Only.	EDWRestoreEng_logent(_FILE,LINE_,_LOG_ERR, status, 0,
** Purpose: Function to determine if there is an older backup available.	/* log proce class up input guoup return proce */
** RE_boolean_result * - result of RPC function call **	ND_SE
** Return Codes:	argzz.status = EP_RB_RECOVER_SERVERFAIL; clear_RPC_state(); /* indicate idle on fatals */
** Outputs: None	Status, U, "PushRpcInput failed");
** Inputs: RE_backup_for_time_args * - args for the RPC call	EDWRestoreEng_logent(FILE,LINE, LOG_ERR,
** Routine: re_is_there_prev_backup_for_time_1	
Page 144 of 184 re_is_there_prev_backup_for_time_1_svc Fri Jan 04 15:38:13 2008	Page 143 of 184 re_set_backup_for_time_1_svc Fri Jan 04 15:38:13 2008

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		** Outputs: None		status = EP_RB_RECOVER_RPC_FAIL;	argzz.status
	s * - args for the RPC call (none)	** Inputs: RE_null_ergs		d)	if (NILL == arg)
		** Routine: re_finish_1			
***************************************	· 有效的现在分词 医格特特氏 医克勒氏征 医阿拉克氏征 医阿拉氏征 医阿拉氏征 医阿拉氏征 医阿拉氏征 医阿拉氏征 医阿拉氏征 医阿拉氏征 医阿拉氏征 医阿拉克氏征 医阿拉克氏征 医阿拉克氏征 医阿拉克氏征 医阿拉氏征 医阿拉氏征 医阿拉氏征 医阿拉氏征 医阿拉氏征 医阿拉氏征 医阿拉氏征 医阿拉氏征 医阿拉氏征 医阿拉氏试验检检验 医阿拉氏征 医阿拉氏征 医阿拉氏征 医阿拉氏征 医阿拉氏征 医阿拉氏征 医阿拉氏征 医阿拉氏征 医阿拉氏征 医阿拉氏试验检验证 医阿拉氏试验检验验检验验检验验检验验检验验验验验验验验验验验验验验验验验验验验验验验	**		static RE_get_host_platform_type_result argzz;	(static RE_get_)
		return &argzz	cuct svc_req *req)	<pre>pe_result * pe_l_svc(IN RE_string_args *arg, IN struct svc_req *req)</pre>	RE_get_host_platform_type_result * re_get_host_platform_type_l_svc(
ID);	set_rpc_obj(re_does_alternate_exist, &argzz.RPCobjID);	set_rpc_obj(re			
		-	******	** Intended caller: Internal Only.	** Intended caller: In
<pre>arg->templateName, &argzz.boolResult);</pre>	ars		type of the specified host	Function to retrieve the platform type of the	** Purpose: Function to
g->topLevelObj,	argzz.status = RSTSL_DoesAlternateExist(arg->topLevelObj	else (RPC function call	RE_get_host_platform_type_result * - result of RPC function call	
	<pre>/* if not idle, trouble */ /* we weren't idle, reject call */</pre>	i = E_SUCCESS)			Return Coo
FALSE, COMMAND_NONE_ACTIVE))	= check_RPC_stat	else if ((argzz.status			Outputs:
	tatus = EP_RB_RECOVER_RPC_FAIL;	if (NULL == arg) argzz.status		re_get_host_platform_type_l	Routine:
); /* note time of last RPC */	setLastRpcTime();	******	∕esensanenssanassanassanassanassanensanensanensanenasenaanenaanensaanensaanensaanensaanensaanensaanensaanensa 19	/**************************************
	static RE_boolean_result argzz;	static RE_bools)
	IN struct svc_req *req)				return armss.
gs *arg,	RE_boolean_result * re_does_alternate_exist_1_svc(IN RE_does_alternate_exist_args	RE_boolean_result * re_does_alternate_exist_	ECENT_BACKUP, t backup);	argzz = set_backup_time_result(COMMAND_SET_MOST_RECENT_BACKUP); re_set_most_recent_backup);	argzz = set_ba
		*/		(lt *argzz;	RE_status_result *argzz
******	** Intended caller: Internal Only. ** Intended caller:	** Intended caller: In	ruct svc_req *req)	<pre>iup_result_1_svc(IN RE_null_args *arg, IN struct svc_req *req)</pre>	re_set_most_recent_backup_result_1_svc_ IN_RE_I
p trailset	se: Function to test if there is an alternate backup trailset available for the specified template	Purpo		:	RE_status_result *
1111	RE_boolean_result * - result of RFC function call	** RE_boolean	******	***************************************	*/
7.7		Return Coo		** Intended caller: Internal Only.	** Intended caller: In
		** Outputs: None	up time	o set to the next (more recent) backup time	** Purpose: Function to set
RPC call	RE_does_alternate_exist_args * - args for the RPC	** Inputs: RE_does_alt	11	_result * - result of RPC function call	** RE_status_result
	re_does_alternate_exist	** Routine: re_does_al			** Outputa: None
***********	***************************************	/**************************************	1	The contract of the contract o	
)			
		return &argzz		re_set_most_recent_backup_result	** Routine: re_set_mo:
objiD);	set_rpc_obj(re_get_host_platform_type, &argzz.RPCobjib);	set_rpc_obj(r	******	/	/**************************************
&argzz.ptype);		J			return argzz;
arg->name,	argzz.status = RSTSL_GetHostPlatformType(arg->name	else (argzz.	ECENT_BACKUP,	COMMAND_SET_MOST_RECENT_BACKUP re_set_prev_backup);	
	/* if not idle, trouble */ /* we weren't idle, reject call */	!= E_SUCCESS)		argzz = set_backup_time_request(arg,	argzz = set_b
FALSE, COMMAND_NONE_ACTIVE))	z.status = check_RPC_stat	else if (arg		ult *argzz;	{ RE_status_result *argzz;
Page 146 of 184	re_get_host_platform_type_1_svc	Fri Jan 04 15:38:13 2008	Page 145 of 184	re_set_most_recent_backup_1_svc	Fn Jan 04 15:38:13 2008

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<pre>if (argzzstatus = check_EPC_sette(FALSE, COMMAND_MONE_ACTIVE)) i= E_SUCCESS)</pre>	<pre>set_pc_obj(re_finish, &argzz.RPCobjID); return &argzz }</pre>
argzz.total.high = 0; argzz.total.low = 0;	}
setLastRpcTime(); /* note time of last RPC */	<pre>tree(xdr_RE_null_args, (char *)cmd_args); free(ind args);</pre>
<pre>static RE_get_marked_total_size_result argzz;</pre>	<pre>if (argzz.status != E_SUCCESS) /* failure somewhere: free allocated memeory: */ if Implementations</pre>
RE_get_marked_total_size_result * re_get_marked_total_size_lsvc(IN RE_null_args *arg, IN struct svc_req *req)	argzz.status = E_SUCCESS;
*/	else
** Intended caller: Internal Only.	<pre>PODRDCImput((void **)&cmd_args, &status); argzz.status = EP_RB_RECOVER_SERVERFAIL;</pre>
** Puxpose: Function to return the total size of the objects currently marked $\ast\ast$ for restore	status, 0; — "****** - "******* ******************
** Return Codes: ** RE_get_marked_total_size_result * - result of RPC function call **	error, clean up input o
** Outputs: None	else if (PushCommand(COMMAND_FINISH, &status))
	"PushRpcInput failed"); argzz.status = EP_RB_RECOVER_SERVERFAIL;
Routine: re_get_marked_to	DMRestoreEng_logent(_FILE, _LINE, LOG_ERR, _status, 0,
/*************************************	it((void *)cmd_args,
	6786
return &argzz	:= E_SUCCESS) /* if idle, stay idle, Communication /
argzz.status = E_SUCCESS;	else if ((argzz.status = check_RPC_state(
setLastRpoTime(); /* note time of last RPC */	argzz.status = EP_RB_RECOVER_NOMEN;
{ static RE_status_result argzz;	EDWRestoreEng_logent(FILE,LINE_, LIOG_ERE,
RE_status_result * re_ping_1_wvc(IN RE_null_args *arg, IN struct svc_req *req)	<pre>cmd_args = calloc(1, sizeof(RE_null_args)); if (NULL = cmd_args) {</pre>
/	setLastRpcTime(); / note time of last RPC */
** Intended caller: Internal Only.	<pre>ke_leat_ge</pre> <pre>int status;</pre>
engine alive	tu.
** Return Codes: ** Restatus_result * - result of RPC function call	RE_status_result * re_finish_1_svc(IN RE_null_args *arg, IN struct svc_req *req) {
** Outputs: None	*/
Inputs:	intended caller: Internal Only.
** Routine: re_ping_1	** Purpose: Function to terminate the restore session at the browse stage
/	** Return Codes: ** RE_status_result * - result of RPC function call
Page 148 of 184 re_ping_1_svc Fri Jan 04 15:38:13 2008	Page 147 of 184 re_finish_1_svc Fri Jan 04 15:38:13 2008

* - args for the RPC call t * - result of RPC function call e objects in the backup catalog		T- 01 15 00 00 00 00 00 00 00 00 00 00 00 00 00	Book 440 of 104	Fri Jan 04 15:38:13 2008 FDMRestoreEngService c 45	
rgs for the RPC call	.find_restorable_objects_result * - result of uction to search for restorable objects in the	** Return Codes: ** RE_find_re ** Purpose: Function t	= arg->numEntries; arg->numEntries, arg->objList, &argzz.numMarked,	argzz.marked.marked_len = marked_len argzz.status = RSTSL_IsObjectMarked(else {
	rgs	Inputs:	_, LOG_ERR, , errno, ol_t errey*);	EDMRestoreEng_logent(_FILE_, _LINE_, LOG_ERR, MESSAGE_NO_MEMORY, errno, 'Cannot mally bool_t array' argzz.status = EP_RB_RECOVER_NOMEM;	
return &argzz	ırn &argzz	return &argzz) /***********************************	PALSE, COMMAND_NONE_ACTIVE)) PALSE, COMMAND_NONE_ACTIVE)) Cot call */ 1 = Entries, sizeof(bool_t)))	III (ORDER.ESTAND & CORCE.ENCE.ENDE. COMMAND_NONE_ACTIVE E_SUCCESS)	else i
z.RPCobjID);	ű.	set_rpc_obj(r	>numEntries <= 0)	<pre>JIL == arg NULL == arg->objList arg->numEntries argzz.status = EP_RB_RECOVER_BAD_ARGS;</pre>	
#ELEN LIMIE, FEJECT CHAR. ; = RSTSL_IsObjectMarkable(arg->thisObject); E_SUCCESS;	/ we weren t 1015, 153500 twenty argzz.markable = RSTSL_IsObjectMarkable argzz.status = E_SUCCESS;	else ; (argzz argzz		<pre>/* lint result structure */ stgzz.numMarked = 0; argzz.marked.marked_len = 0; argzz.marked.marked_val = NULL;</pre>	argzz. argzz. argzz.
	= check_RPC_stat	else If ((argzz.status i= E_SUCCESS)			Ÿ
.t.) ARGS;	<pre>xkdble = FALSE; . == arg NULL == arg->thisObject) argzz.status = EP_RB_RECOVER_BAD_ARGS;</pre>	argzz.markable = FALSE; if (NULL == arg NULL argzz.status = I		free previosly calloc's bool array */	/* fre
ast RPC */	e(); /* note time of last RPC	setLastRpcTime();	% */	ERpcTime();	setLas
74	static RE_is_object_markable_result argzz/	static RE_is_<		RE_is_object_marked_result argzz;	statio
.le_args *arg,	RE_is_object_markable_result * re_is_object_markable_l_svc(IN RE_is_object_markable_args *arg. IN struct svc_req *req }	RE_is_object_markable_result * re_is_object_markable_1_svc(IN IN st	IN struct svc_req *req)	is_object_marked_args *arg,	RE_is_object_marked_result re_is_object_marked_1_svc(IN RE_
Intended caller: Internal Only.	Internal Only.	** Intended caller: In	* 医电子电子电子电子电子电子电子电子电子电子电子电子电子电子电子电子电子电子电子	Intended caller: Internal Only.	** Intended ca.
object is markable	test if the specified	** Purpose: Function to	is marked for restore	Function to determine if specified object is	Purpose:
result of RPC function call	les: RE_is_object_markable_result * - resu	** Return Codes: ** RE_is_obj	result of RPC function call	is_object_marked_result * -	Return Coc
		** Outputs: None		None	Outputs:
for the RPC call	RE_is_object_markable_args * - args f	Inputs:	the RPC call	RE_is_object_marked_args * - args for the R	Inputs:
Routine: re_is_object_markable	re_is_object_markable	** Routine: re_is_obj	* * * * * * * * * * * * * * * * * * *	Routine: re_is_object_marked_1	** Routine: r
)		9 co.	}
.RPCobjID);	<pre>set_rpc_obj(re_is_object_marked, &argzz.RPCobjiD);</pre>	set_rpc_obj(jiD);	set_rpc_obj(re_get_marked_total_size, &argzz.RPCobjID);	set_rpc_ob
argzz.marked. marked_val);		Ü		argzz.total = KSYSL_GetWarkedfotalSize(); argzz.status = E_SUCCESS;	Ü
	re_is_object_marked_1_svc	Fri Jan 04 15:38:13 2008	Page 149 of 184	13 2008 re_get_marked_total_size_1_svc	Fri Jan 04 15:38:13 2008

Fri Jan 04 15:38:13 2008	52 of 184 EDMRestoreEngService.c 48	c 47 Fri Jan 04 15:38:13 2008 Page 152 of 184	Dags 151 of 194 EDMD actors Englander 47
processing: */ , &cmd, &status))		"= B_DUCCDS) re somewhere: free allocated memeory: */ args) (xdr_free(xdr_Rc_find_restorable_objects_args,	if (cmd_
<pre>e idle '/ itate (palse, COMMAND_NONE_ACTIVE); ill only GetFindResults '/</pre>	<pre>/* find not active make sure idle */ argzz.status = check_REC_statu (</pre>	CCBSS;	else argzz.status = E_SUCCESS; }
rByz.scanus = (PALSE, COMMAND_FIND_RESTORABLE_OBJECTS))) ults after first good get results call: */	<pre>if NE_SUCCESS := larger_status =</pre>	PopRpcInput((void **)&cmd_args.&statut); argsz.status = BB_RB_RBCOVBR_SERVBRFAIL; clear_RPC_state();	<pre>PopRpcInput((void **)&cmd_args, argsz.status = EP_RB_RECOVER_SER clear_RPC_state(); /* indic</pre>
re find was running */	rrupt was requested, make sunterrupt)	t queue, return error */ t(FILE,LINE, LOG_ERR, status, 0,	/* log error, clean up input quewe, return error EDMRestoreEng_logent (_FILELLNE BEATUS,).
	argzz.numEntries = 0; argzz.cookie = arg->cookie; argzz.foundObjs = NULL;		else if (PushCommand(
_list, (char *)last_list);	<pre>1: Last_last / results // (</pre>	/* log error, return error */LINE, LOG_ERR, EDMONSTOTENHYL JOSEPH (FILELINE, LOG_ERR, ERRIMSLINE, LOG_ERR, ERRIMSLINE, LOG_ERROREMENT, ERRIMS	// log error, return error */ EDMMestorreBing_logent (FILE error = ser.us, error */ argzz_ser.us = EP_88_RECOVER_S
of last RPC */	setLastRpcTime(); /* note time of last RPC	md_args, &status))	<pre>if (PushRpcInput((void *)cmd_args, &status))</pre>
argzz; *outez = NULL; *last_list = NULL;	_resul _objec d_obj_ d, sta	/* reset cancel flag */ /* reset progress count */ a = arg->searchCriteria; UUL; /* to avoid 2 frees */	ClearPognacaFlag(); /* reset concel flag ** ClearPognasValue(); /* reset progness count cmd_args-searchCriteria = arg->searchCriteria; arg->searchCriteria = NULL; /* to avoid 3 f
*arg, IN struct svc_req *req)	re_get_find_results_result ' re_get_find_results_larg' IN RE_get_find_results_args *arg, IN struct svc_req (; /* just return failure status */ else
***************************************	Intended Coller: Internal Only:	TORABLE_OBJECTS))	<pre>/* make sure no rpc is in progress */ else if (argzz.status = check_RFC_state(TRUE, else if (argzz.status = check_RFC_state(TRUE, else is SUCCESS)</pre>
	** Ednest ** Librat. Unicital to lettere the vacation of the		argzz.status = EP_RB_RECOVER_NOMEM
result of RPC function call	Return Codes: RE_get_find_results_result * - resu	LINE, LOG_ERR, O_MEMORY, errno, _find_restorable_objects_args"	EDMRestoreEng_logent(FILE, MESSAGE_N "Cannot malloc RE
	None		<pre>cmd_args = calloc(1, sizeof (RE_f) if (NULL == cmd_args) {</pre>
for the RPC call	args * - args		setLastRpcTime(); /* note ti
**************************************	Pouring to me find results	*cmd_args;	static RE_find_restorable_objects_result argzzr RE_find_restorable_objects_args int
argzz.RPCobjID);	<pre>set_rpc_obj(re_find_restorable_objects, &argzz.RPCobjID return &argzz</pre>	~	RE_find_restorable_objects_result * RE_find_restorable_objects_args *arg. re_find_restorable_objects_args *a
	<pre>iree(cmd_args); }</pre>	***************************************	' Intended caller: Internal Only.
svc Fri Jan 04 15:38:13 2008	Page 152 of 184 re_tind_restorable_objects_1_svc	\vdash	Page 151 of 184 re_find_restorable_objects_1_svc

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	** Inputs: RE_tlo_query_args * - args for the RPC call ** Outputs: none **	/* log seroer, clean up, return error ". EEMRescoreBing_logen(: FIEEILENIOO_ERR, EEMRESCOREBIng_LOGO_ERR, EMRACE_INVALID_COMPAND, 0, "Popplesult namentath got 4d command."
***************************************	Routine: re_is_object_searchable	/* popped result; validate and pop output; // /* popped result; validate and pop output; //
	/* end of: re_get_find_results */	if (ED ER RECOVER ETAIN TAMERUBITED argon creature)
ngr idle on fatals */	<pre>if (arguz_status == sp_M_PECOVER_SERVEZFAIL) clest_RPC_state(); /* indicate process mgr idle on fatals return &arguz</pre>	/* for get find results after first get find results call */ else if [E_SUCCESS = (ergra; statum s check_EPC_stess [FILESE, COMMAND_XMOE_ACTURE])) /* another one trunding function function for the common of the
0);	<pre>/* return static results struct */ set_rpc_obj(re_get_find_results, %argzz.RPCobjID</pre>	else ' pop worked: Indicate results need popping argaz.status = EP_RB_NBCOVER_FIND_INTERRUPTED; }
r free it */ arg->interrupt, arg->maxEnriles, arg-ymaxEnriles, &argzz.foundObjs, &argzz.numEnries, &argzz.cookie);	// canceled or done, get some data or free it // argzz.status = MSTSL_GetFindResults arg-maxOnrides argzz.status = MSTSL_GetFindResults arg-maxOnrides argzz.funddbys argzz.conkie) last_list = argzz.founddbys;	EDMF
(sm:) if (E_SUCCESS == argzz.status EP_RB_RECOVER_FIND_INTERRUPTED == argzz.status)	<pre>(/* not done yee: */</pre>
/* indicate process mar idle */	<pre>clear_RPC_state();</pre>	If (PopResult 1 1 & Zecoult, Edmid, Schules)) (
_objects_result,	<pre>/ Lies (souths) // Lies (souths) // Lies (souths) // Lies (souths) // Lies (souths) / // Lies (s</pre>	
/* get real status */	arg->status;	else /* didn't interrupt see if still running: */
AIL;	argzz.status = EP_RB_RECOVER_SERVERFALL; else	else /* indicate canceled anyway */ argzs.scatus = EF_NB_NECOVER_FIND_INTERRUPTED;
E, LOG_ERR, status,	(EIMRestoreEng_logent(FILE_, o_LINE_, LOG_ERR, 0 "PopRocontout failure");	argzz.status = EP_RB_RECOVER_SERVERFAIL;
carg)	argzz.status = EP_RB_RECOVER_SERVEREAIL; } else if (PopRpcOutput((void **) koutarg, &status) (
nt(_FILE _, _LINE, LOG_ERR,	EIMRestoreEng_logent(_FILE_, _LIN	else arra. elan el el pel pel perover elno l'interententi el el pel pel perover el perov
COMMAND_FIND_RESTORABLE_OBJECTS); OVER_SERVERFAIL; ESULT_SUCCESS)	COMMAND_FIND_RES argzz.status = EP_RB_RECOVER_SERVERFALL; } else if (result != COMMAND_RESULT_SUCCESS)	/ still going: signal cancel, wait till done // SetSpcCancelFlag(); if (PopSenult MAX_CANCEL_MAIT_SECS, &result,
expected %d\n",	cmd,	<pre>if (status == COMMAND_RECORD_GET_FAILED) {</pre>
Page 154 of 184	ri Jan 04 10:30:13 2000 re_get_ind_results_1_svc	

```
*
                                                                                                                                                                                                                                   re_get_backup_times_support_1_svc( IN RE_tlo_query_args *arg
                                                                                                                                                                                                                                                                                                                                                            ** Intended caller:
                                                                                                                                                                                                                                                                                                                                                                                                                            ** Purpose:
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     ** Return Codes:
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     ** Outputs:
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   · 一种有关的有效的现在分词 计连续设计 计电子 医克勒特氏征 计对外语言 医格勒氏征 计可通信法 计连续语言 医克勒氏征 计连续电话 医电子性 医克勒特氏性 计连续记录器 医克勒氏试验
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 re_is_object_searchable_1_svc(IN RE_tlo_query_args *arg
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       RE_boolean_result *
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    ** Intended caller: Internal Only.
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         *
Page 155 of 184
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   ** Routine:
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  ** Return Codes:
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    Inputs:
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         rurpose:
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        else
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  else if ( (argzz.status = check_RPC_state)
                                                            argzz.boolResult = FALSE;
                                                                                                           setLastRpcTime( );
                                                                                                                                                          static RE_boolean_result argzz;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 return &argzz;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            set_rpc_obj( re_is_object_searchable, &argzz.RPCobjID );
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                if (NULL == arg || NULL == arg->topLevelObj
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              argzz.boolResult = FALSE;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         setLastRpcTime( );
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        static RE_boolean_result argzz;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            := E_SUCCESS)
                                  (NULL == arg
                                                                                                                                                                                                                                                                                                                                                                                                                                 Function to test if the specified object supports restores from
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         поле
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    RE_tlo_query_args
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   re_get_backup_times_support
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                RE_boolean_result *
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         Function to test if the specified object supports the find ap-
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        RE_boolean_result *
                                                                                                                                                                                                                                                                                                                                                                                                           multiple backup times
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      argzz.status = EP_RB_RECOVER_BAD_ARGS
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          argzz.status = E_SUCCESS
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         argzz.boolResult = RSTSL_IsObjectSearchable(
                                                                                                                                                                                                                                                                                                                                                       Internal Only.
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  /* we weren't idle, reject call */
    EDMRestoreEngService.c 51
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            IN struct svc_req *req )
                              NULL == arg->topLevelObj)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        * - args for the RPC call
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            /* if not idle, trouble */
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             /* note time of last RPC */
                                                                                                               /* note time of last RPC */
                                                                                                                                                                                                              IN struct svc_req *req )
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     FALSE, COMMAND_NONE_ACTIVE ))
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            arg->topLevelObj );
        Fri Jan 04 15:38:13 2008
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                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           re_get_symm_restore_option_1_svc( IN RE_tlo_query_args *arg
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     RE_boolean_result *
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  ** Intended caller: Internal Only.
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       Purpose:
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      Return Codes:
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         Outputs:
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         : sandur
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    Routine:
                                                                                                                                                               set_rpc_obj( re_get_symm_restore_option, &argzz.RPCobjID );
                                                                                                                                                                                                                                                                                                                                                                                                                                         else if ( (argzz.status = check_RPC_state)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  if (NULL == arg | NULL == arg->topLevelObj
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        argzz.boolResult = FALSE;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       setLastRpcTime( );
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           static RE_boolean_result argzz;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      return &argzz;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 set_rpc_obj( re_get_backup_times_support, &argzz.RPCobjID );
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        else
                                                                                                                    return &argzz
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           else if ( (argzz.status = check_RPC_state)
                                                                                                                                                                                                                                                                                                                                                                                          != E_SUCCESS)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            I = E_SUCCESS)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    RE_tlo_query_args * - args for the RPC call
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        Function to test if the specified object supports restores
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                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                RE_boolean_result *
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       through
                                                                                                                                                                                                                                        argzz.status = E_SUCCESS
                                                                                                                                                                                                                                                                                       argzz.boolResult = RSTSL_GetSymmRestoreOption
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        argzz.status = EP_RB_RECOVER_BAD_ARGS
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          argzz.status = E_SUCCESS
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             argzz.boolResult = RSTSL_GetBackupTimesSupport
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           argzz.status = EP_RB_RECOVER_BAD_ARGS;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           the Symm
                                                                                                                                                                                                                                                                                                                                                                /* we weren't idle, reject call */
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  /* if not idle, trouble */
/* we weren't idle, reject call */
            EDMRestoreEngService.c 52
                                                                                                                                                                                                                                                                                                                                                                                              /* if not idle, trouble */
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           /* note time of last RPC */
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          IN struct svc_req *req )
                                                                                                                                                                                                                                                                                                                                                                                                                        FALSE, COMMAND_NONE_ACTIVE ))
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          FALSE, COMMAND_NONE_ACTIVE ))
                                                                                                                                                                                                                                                                      (arg->topLevelObj);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            (arg->topLevelObj);
                 Fri Jan 04 15:38:13 2008
```

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re_is_object_searchable_1_svc

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re_get_backup_times_support_1_svc

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RestoreEng_logent(FILE,LINE, LOG_ER	& current_rpc_cmd != COMMAND_NONE_ACTIVE))
	if ((!set && cmd != current_rpc_cmd)
(f (ATTT == cmd arro)	static RE_errno_ty check_RPC_state(boolean_ty set, int cmd)
fileinfo = &arg->fileinfo;	*/
sizeof	** Intended caller: Internal Only.
static RE_status_result argzz; RSTRPC_recx_tile_info "fileinfo; RSTRPC_recx_tile_info "cmd.args;	** Purpose: verify that no asymc RPC is actice, or that specified one IS active
IN struct svc_req 'req)	EP_RB_RECOVER_INVALOR otherwise
RE_statue_result * re load rany dimerium eve(TN BE rany file info *arm.	** Return Codes: ** RE_errno_ty result - result of check: E_SUCCESS if current ** Command was in desired state. **
***************************************	** Outputs: None
** Intended caller: Internal Only.	** i.e., that it is set to COMMAND_NONE_ACTIVE.
** Purpose: Function to load the recx file into the recx struct and then ** into context structure	
** Outputs: RE_status_result * - result of RPC function call	for (COMMAND_NONE_ACTIVE means idle) if set is 1/true, value to chance current if set is 1/true, value to chance current
	int cmd -
	current command (1/true), or just to check it
** Routine: re_load_recx_directives	** Inputs: bool set - indicates whether this is a request to set the
/	** Function to check if there is any current command, or if it is set to ** a specific value, and optionally, to set it to a new command value **
<pre>current_rpc_cmd = COMMAND_NONE_ACTIVE; }</pre>	** Routine: check_RPC_state
static void clear_RPC_state(/
	return;
'Intended caller: Internal Only.	<pre>rpc_objlh->rpc_type = rpc_to; gettimeofddy ktmaofddy.tv_sec; rpc_objlD->time = timeofddy.tv_sec;</pre>
** Purpose: indicate that no async RPC is active	ADDITION MANAGEMENT DISCOVER
** Return Codes: none	struct timeval timeofday;
** Outputs: None	static void set_rpc_obj(ulong rpc_id, RE_rpc_objID *rpc_objID)
** Inputs: none	*/
** Function to clear the current RPC command	** Intended caller: Internal Only.
** Routine: clear_RPC_state **	** Purpose: load rpc object id with rpc number and timestamp
/*************************************	** none
	tt Dotter Order
return E_SUCCESS;	None
if (set) if (set) if (set) if (set)	** Inputs: rpc_id rpc function number ** rpc_obilD reinter to RPC object ID
return EP_RB_RECOVER_INVALOP;	** Routine: set_rpc_obj
/* check-only failure or can't set because another RPC busy	医外球球球 计电影电子电影技术中央影影技术中型影响基础中央原理等等的中央系统中央系统设计 医牙牙疮
Fri Jan 04 15:38:13 2008 check_RPC_state Page 158 of 184	Fri Jan 04 15:38:13 2008 set_rpc_obj Page 157 of 184

Page 160 of 184 EDMRestoreEngService.c 56
argzz.status = EP_RB_RECOVER_SERVERFALL;
EDMRestoreEng_logent(_
else if (PopRpcOutput((void **)&outarg, &status))
else if (result := COMMAND_RESULT_SUCCESS)
-
<pre>else if (cmd != COMMAND_LOAD_RECX_DIRECTIVES) {</pre>
if (argzz.status != E_SUCCESS) /* fall thru t
÷
-
<pre>i= E_SUCCESS) /* just return failure status */ /* test for completion of processing: later use real flag */ else if (pophesuit(-1, kresult, &cont., &cotus) else if (pophesuit(-1).</pre>
<pre>/* make sure submit is in progress */ if ((argzz.status = check_RPC_state(</pre>
÷
-
static RE_Status_result static RE_Status_result int result, cmd, st
RE_status_result * re_poil_load_recx_directives_l_svc(IN RE_null_args re_poil_load_recx_directives_l_svc_req *req) {
Intended caller: Internal Only.
*

&argzz.level, &argzz.numrec, &argzz.catType);
(daggz.status = check_RPC_state) /* if RPC not idde, trobbe */ /* we weren't idde, reject call */ /* we are o'k to run an RPC :) */ /* call the function to get the ceralog info and place /* Call the function to get the required fields /* this reall function fill in the required fields /* this reall function fill in the required fields orguz.status = RSTSL_get_catalog_info(arg >backupTime, get_catalog_info(arg >backupTime,
argzz: /* variable to return to RPC caller*/ the imput to continue, so if none passed in */ EP_RE_RECOVER_RPC_FAIL;
- if tpc call failed because the argument was RULL - if tpc call complaced successfully - if another RPC is running this result is gotten from clack_PP_State
ex_directives, %argzz.RPCobjID); COURR_SERVERPALL) /* indicate process mgr idle on fatals */
/, indicate process mgz inte ./
<pre>% return popped results struct */ set_tpc_obj (re_poll_load_recx_directives, &outarg->RPCobjID); clear_RPC_state();</pre>
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Fri Jan 04 15:38:13 2008	EDMRestoreEngService.c 60	Page 164 of 184	Fri Jan 04 15:38:13 2008	EDMRestoreEngService.c 59	Page 163 of 184
Fri Jan 04 15:38:13 2008	EDMRestoreEngService.c 60	Page 164 of 184	Fri Jan 04 15:38:13 2008	EDMRestoreEngService.c 59	Page 163 of 184
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Page 100 01 184	Fin Jan 04 15:38:13 2008 EDMHE_CCCCC 2	FII Jan 04 15:36:13 2008 EDMHE_CCC.CC 1 Page 165 of 184
)> spatch_daemon.h> sc_Dispatch_Protocol_Client.h>
) failure");		orten Co (norten Co (norten Co (
iterface(cec_unregister_async_server_interface(kit_spec, kstatus); if (// Rogue Mare incluides finclude cry/rollight.h> finclude cry/rolligh.h> finclude cry/rolligh.h> finclude cry/rolligh.h> finclude cry/rolligh.h>
	<pre>// Unregister our service upon exit request. //</pre>	#include <csc cscomm.h=""> #include <pthread.h></pthread.h></csc>
	} /* End of forever loop */	include <esl _portable="" h=""> finclude <esl _portable="" h=""> finclude <esl _inout.h=""> finclude <esl _inout.h=""></esl></esl></esl></esl>
) Estatus); DP_FAILED_LISTEN,	(isoclude exptrippes.h> finclude exptrippes.h> finclude exptrippes.h> finclude exptrippes.h> finclude exptrippes.h> finclude exptrippes.h finclude exptrippes.h finclude exptrippes.h
	<pre>// Let begin to listen for requests. // Let begin to listen for requests. for(;;)</pre>	/* #define _POSIX_SOURCE unable to compile with this define set */ /* #define _XOPEN_SOURCE unable to compile with this define set */
	int lrc; error_Status_t status; error_status_t status_t status_t status; error_status_t status_t	### defined(lint) ####################################
	void * RestoreSvo_cor(void *buff)	"The Following provides an RCS id in the binary that can be located "with the what(1) utility. The intent is to keep this short.
	<pre>// Internal Function Prototypes static int edmrst_send_connect_h_to_dd();</pre>	
	// Clobal/Extern if page to be used by RE_cow/DD_corr. station page if handle_Fit_page. static type_if_handle_Fit_page. type_binding_handle_Fit_page. DD_citent_seasion_id *p_seasore@service_colid; static_unispaged.out *connect_handle_Fit_page. static_booleanisp_pint_error = FRUE; static_booleanisp_pint_error = FRUE;	Primary Data Acted On: Compile-Time Options: (USE_SUMBEC - Compile source with sunrpc support. If not set, assume DCE support. Basic idea here: Module for Control Channel Reader Chread.
	isocidi (sendi (ERMAR_cor.c Mission Statement: This is the entry point for the Control Channel Reader thread. Its main purpose is to read asynchronous messages from the Dispect become.
	#ifdefcplusplus	
	<pre>#include <restore dispatch_protocol_client.h=""> #include <restore dispatch_protocol_service.h=""> #include <restore dispatch_protocol.h=""> #include <cpclient.h></cpclient.h></restore></restore></restore></pre>	Oppright 1996,1997 BWC Outporación
Page 166 of 184	Fri Jan 04 15:38:13 2008 RestoreSvc_ccr	Fri Jan 04 15:38:13 2008 Page 165 of 184

	-1 Read Failure -20 Read less than expected	Refultus: () Successful	Function: RestoreSvc_Setup() Description:	poturn(0);	return(-1);	<pre>(void) free(p_client_h); EDMRestoreEng_logent(_FILELINE,LOG_ERR,DDF_WRITE_CHANNEL, errno, "edmrst_wrChannel() Failure");</pre>	<pre>lrc = edmrst_MrcChannel(STDOUT_FILENO,</pre>	// Write the handle to the service so it can contact me //	<pre>//if (1 != lrc) //if (1 != lrc) //if (1 != lrc) //if EDMEnstoreEng_logmat(_FILELINE, LON_ENR, DDE_IFSPEC_INIT_FAILURE.) /// EDMEnstoreEng_logmat(_FILE, LINE, LON_ENR, DDE_IFSPEC_INIT_FAILURE.) /// return(-1);</pre>	p_client_h = if_spec.connect_handle_p;	// Isolate the connection handle from the server 'if_spec'. // The IP/MORN are part of the created if_spec structure. ///Icc = csc_ifspec_get_connect_handle(&if_spec, p_citent_h, p_citent_h, describe) // // #8886100 //)		auto int lrc=0; auto unsigned char *p_client_h=NULL; auto error_status_t status;	int int omrst_sand_comsct_b_to_dd()	Returns: O Successful -1 Read Fellure -2 Read less than exspected	Function: edmrst_send_connect_h_to_dd() Description:	Page 167 of 184 edmrst_send_connect_h_to_dd Fri Jan 04 15:38:13 2008
Fri Jan 04 15:38:13 2008 Page 168 of 184	// lrc = csc_ifspec_init(return(-1);	if (0 != lrc) { EDMRestoreEng_logent	// lrc = edmrst_read_wid_from_channel(STDIN_FILENO.	// // Read the Unique Sessi	<pre>EDMRestoreEng_logent return(-1); }</pre>	<pre>lrc = edmrst_get_client_handle(STDIALFILENO,</pre>	<pre>// Read the svc handle t // The port in this hand // connect to to contact</pre>	<u>.</u>	if (TRUE != lrc)	disp	// lrc = csc_async_ifspec_init (&if_spec CSC_IFSP)	// Setp the server ifspec	while(_dbg) { ; }	int irc; struct hostent *pp; struct utsname name; error_status_t cac_status; int status;	<pre>restoreSyd_Setup() { int _dbg=0;</pre>	_
EDMDE cor co / Ed. lan 04 15:38:13 2008	AKTEACE_if_Spec_ EDM_DISPATCH_PROTOCOL_SERVICE, EDMDES_FUNCTIONS, NULL);	errno,"edmrst_read_from_target_channel() failure");	(FILE,LINE,LOG_ERR,DDP_GET_UID_FAILURE,	<pre>m_channel(STDIN_FILENO,</pre>	// Read the Unique Session ID from the stdin descriptor.	FILEEINE,LOG_ERK, DUF_GET_CLLENT_HAWLE, 0, "edmrst_get_client_rpc_handle() failure");	<pre>landle(STDIN_FILENO,</pre>	// Read the svc handle from the stdin descriptor. // The port in this handle is the one we need to // connect to to contact the dispatch RDR thread.	EMMOstoreEng_logenf(_FileLIMELOG_ENK_DE_FISSEC_ENT_FALUME	if (TRUE != lrc)	DL_PROMANN, DL_PROMANN, dispatch_func_n_tisedm_dispatch_protocol_client_l_table, acce_grarus) of the structure was ok '/	nit (&if_spec, CSC_IFSPEC_PRIVATE_TYPE,	a		51		RestoreSvc_Setup Fri Jan 04 15:38:13 2008

Fn Jan 04 15:38:13 2008	RestoreSvc_Setup Page 169 of 184		Fri Jan 04 15:38:13 2008	RestoreSvc_Setup	Page 170 of 184
~	EDMRestoreEng_logent(FILE,_LINE,LOG_ERR,DDP_IFSPEC_INIT_PAILURE,		if (1 != lrc)	&csc_status);	
// return(-1); 0; (//)	.csc_iisbec_iurt() kaiture.))		EDMRestoreEng_loge	EDMRestoreEng_logent(_FILE,_LINE,LOG_ERR, DDP_ERIVATE_SVC_COMNECT_FAILURE,	ure");
// Extract the port that w // used is to connect the // service CCW.	// Extract the port that we will meet on. The port being // used is to comment the dispatch CCR with the restore // service CCN.		return(-1); } if { IsDebugOn() } EDMRestoreEng_logen 0,	return(-1); (!AshebusGn:() 0.000NEG, LINE, LOG_INFO.0,	ed ",
lrc = csc_private_ifspec_init(connect_h,	ni(connecth, EDM_DISPAYCH_PROTOCOL_SERVICE, EDMDPS_FUNCTIONS, &XTERCL_if_spec, &XTERCL_if_spec,		// Send the Restore 5 // This information w // thread when sendin	ALIECT_L_SPEC. PARAMENT. Send the Restore Service port/Ap to the Dispatch Daemon. This information will be used by the Dispatch Daemon CCW chread when sending messages to this restore service.	
if (1 != lrc)				ect_h_to_dd();	
EDMRestoreEng_logent(0,"c	<pre>EDMRestoreEng_logent(FILE, LINE,LOG_ERR,DDP_IFSPEC_INIT_FAILURE,</pre>	URE,	if (0 != 1rc)		
return(-1);			EDMRestoreEng_loger	EDMRestoreEng_logent(LINELOG_ERA, 	lure");
	We need the system name and ip for the if spec.		recurn(-1))		
uname (&name); uname (&name); hp = gethostbyname(name.nodename if (NULL == hp)	odename);		// Queue the initial co	// Queue the initial connect indicate message.	
<pre>{ EDMRestoreEng_logent(FILE, errno,'geth return(-1);</pre>	<pre>it(FILE,LINE,LOG_ERR,DDP_GETHOSTNAME_FAILURE errno,'gethostbyname() failure");</pre>	URE,	The state of the s	restoreService_ccw_handle_p, &status);	
{ void } memcpy((char*) &:	} (void) memcpy((char*) &if_spec.ip_addr, hp->h_addr, hp->h_length);	re)	return(0);		
// Register service with csc layer	sc layer.				
<pre>// c = csc_register_async_server_interface(&if_spec). // c = csc_register_async_server_interface(&if_spec). // c = csc_status); // c = csc_status); // cac_status); // cac_status); // cac_status);</pre>	erver_interface(&if_spsc, edm_dispatch_protocol_client_l_rable, edm_dispatch_protocol_client_l_nproc. &csc_status);	le,			
EDMRestoreEng_logent(<pre>EXMRestoreEng_logent(FILE,_LINE,LOG_ERR,DDP_REGISTER_SVC_PAILURE,</pre>	URE,			
<pre>if (IsDebugOn()) EDMRestoreEng_logent (_FILE,</pre>	<pre>ant(_FILE,_LINE,LOS_INFO,0, 0.*SORT_INFO.1f_spec(RECCR) port#: %d*, If_spec.portnum);</pre>				
restoreService_ccw_handle_p	restoreService_ccw_handle_p = (rpc_binding_handle_t *)				
// Create the client connec // restore service ccw thre // dispatch daemon.	Create the client compection handle to be used by the restore mervice cow thread to send messages to the // dispatch deemin.				
lrc = csc_connect_to_async	ULL, f_spec, ervice_ccw_handle	_		חסיים ביים	Base 170 of 184
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Page 174 of 184	RSLinitfin.c 2	Fri Jan 04 15:38:13 2008	Page 173 of 184	Fri Jan 04 15:38:13 2008 RSLinitin.c 1	Fri Jan (
				* Local headers	* Loca
				#include <eb eb_port.h=""> #include <eb rb_log.h=""></eb></eb>	#includ
		1.6		* Epoch headers. */	* Epoc
	ssaryMedia"	"RSTPI_GetFindResults",			`.
	"RSTPI_StartRestore", "RSTPI_FindRestorableObjects",	"RSTPI_FindRestorable		te <dltcm.h></dltcm.h>	#Includ
		"RSTPI_Finish",		#include <dirent.h></dirent.h>	#includ
	"RSTPI_IsTherePrevBackupForTime", "RSTPI_IsThereNextBackupForTime",	"RSTPI_IsThere		*/ #include <sys param.h=""></sys>	#includ
	NextBackup",	"RSTPI_IsThereNextBackup"		* System headers.	* Syst
	RecentBackup*,	"RSTPI_SetMostRecentBackup",			;
	Backup", tBackup",	"RSTPI_SetNextBackup", "RSTPI_SetFirstBackup",		POSIX_SOURCE 1	#define
	Backup",	"RSTPI_SetPrevBackup",			
	"RSTRI_GermineTBackupTime", "RSTRI_GermineTBackupTime",	"RSTPI_GetCurrentBackupTi "RSTPI_GetCurrentBackupTi "penbi sarBackupForTime".		"The Following is required for code that uses rosia AFF'S. "Remove for non-POSIX, non-portable code.	* Remo
	tMarkable",	"RSTPI_IsObjectMarkable",			
	bject", tMarked",	"RSTPI_UnmarkObject",		* Feature test switches: * Standard defines required to turn on OS features go here.	· Feat
	ect",	"RSTPI_MarkObject",			*
	"RSTPI_GetTopLevelTemplates", "RSTPI_DoesAlternateExist",	"RSTPI_GetTopLevelTemplates".			
		"RSTPI_Submit",		Stares	#endif
	LevelObjects",	"RSTPI_GetNextLevelObjects",		"SRevisions"	
	evelobject",	"RSTPI_GetTopLevelObject",		#ifndef lint state of the state	#ifndef lint static char
	ize",	*RSTPI_Initialize*			
	ncIndexLast+1] = (<pre>char *piFuncNames[PIFuncIndexLast+1] =</pre>		** with the what(1) utility. The intent is to keep this short.	** With
		`	ocated	following provides an RCS id in the binary that can be 1	/* mho
same order and position	* of the pluginData structure. These must be in the same order and position * as the PIFuncIndex values defined in RSLplugin.h.	* of the pluginData s * as the PIFuncIndex */	,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,	***************************************	::
in the piFuncArray	 Definitions of the names of the plugin functions in the piFuncArray 	* Definitions of the		which will affect this header.	:
			ions	** Compile-Time Options: ** Compile-Time Options:	** Comp
	*rcp = NULL;	struct restore_context *rcp = NULL;			:
	* throughout the rest of the restore operations. */	* throughout the rest		Internal Functions:	::
used	* This is the global "restore context" that will be used	* This is the global		RSTSL_Finish	::
	ons	* External declarations		RSTSL_Initialize	:
		,		Table of Contents:	
aPtr)/	static int validate_plugin(struct pluginData *piDataPtr);	static int validate_p		initialize and terminate the restore operation.	::
),	static eerrno ty init plugins(restore_context *rcp);	static eerrno ty init	ery functions to	Purpose: This module contains the Restore Service Library functions	
ce file	* #defines, structures, typedefs local to this source file */	* #defines, structur		** Copyright (c) 1998,1999 by EMC Corporation.	** Cop
				** File Name: RSLinitfin.c	** Fil
	₹ ₹	#include <rslinterns.h> #include <rslstartup.h></rslstartup.h></rslinterns.h>	****	/*************************************	: }
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	<pre>mcat_destroy(rcp->rc_mcp);</pre>	, m			:
at structures */	if (NULL != rcp->rc_mcp) /* Free the multicat structures */	if (NUI	riables that we can at	* Initialize the few "recover context" variables that we can at * this early stage.	* *
the related	Deallocate the memory of restore_context and the related structures.	* Deal		return(status);	· - ·
	rbr_cleanup(rcp);	rbr_cle		<pre>if (status = rbrlog_begin(rcp, progname)) {</pre>	i at
ast logs and to close	 Gall two_cleanup() which Kills the aux proc(s), unions the work tem_then calls rbriog_end() to enter the last logs and to close the log file. 	· iten		/* * Initialize the logging mechanism. */	***
	RemoveSubmitFiles();	Removes /*		rcp->gui_mode = 1;	rep-
	return(E_SUCCESS);) r		* other parts of the Recover API library.	· · ·
	if (NULL == rcp)	if (NUI	e Recover API.	set the appropriate field in the recovery content to include that this recover session is based on the Recover API. * that this recover session is based on the Recover API. * this flam is in place for higherinal reasons but is used by	* * * V 71 E
	eerrno_ty err = E_SUCCESS;	eerrno_	nontract to indicate	the second secon	. `
	la?	int mc_n;		<pre>rec_api_iog_csm(sub_csm_women, women); return(EP_RB_RECOVER_NOMEN); }</pre>) re
	sh(void)	eerrno_ty RSTSL_Finish(void)		cop->rc_human_uidname) (if (
		*/	ne);	rcp->rc_human_uidname = esl_strdup(userName);	rcp-
		* none	(t));	<pre>memset(rcp, 0, sizeof(struct restore_context));</pre>	mems
	ers:	* Parameters:		recurn (##_RB_RBCOVER_MOMEN)	
urrently being executed. d in the session.	progress. It will be rejected if a restore is currently being executed. This routine will clean up any local memory used in the session.	* progres	5E);	(rec_api_log_csm(SUB_CSM_NOMEM, NULL);	
but not while a restore is in	This function terminates a restoral session, but	* This fo	(sizeof(struct restore_context));		-
	Function Description:	* Funct		if (NULL == rcp)	if (
2 4 4 4 7 7 4 4 8 8 8 8 8 8 8 8 8 8 8 8 8	/NSTSL_Einish	/**************** * RSTSL_Pinish	located space for a restore_context If we have already done so, just clear it	e have not yet ali cture, do so now.	* If w * now. */
	return(status); /* End of RSTSL_Initialize() */	return /		eerno_ty status = E_SUCCESS; /*	/*
	status = init_plugins(rcp);	status		RSTSL_Initialize(const char "username)	RSTSL_In
ilid restore plugin libs: */	/* Do plugins setup: Find and initialize all valid restore plugin libs: $^{*\prime}$	/* Do			eerrno_ty
	return(status);) re	*****************	***************************************	* * * * * * * * * * * * * * * * * * * *
	<pre>if (status = startup(rcp)) {</pre>	if (st		Garameters:	* Parameters:
ît.	* The following call will: * -Initialize the saveset datathase. * -Infer any information we can at this point. */	* The	lization for a restore of the other functions	This function takes care of all the initialization for a restore session. This must be called prior to any of the other functions in the Restore API.	* This fun * session. * in the R
	setup_proc(rep);	/*		* RSTSL_Initialize:	* RSTS
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Page 178 of 184	DOI Internal	E 100 04 15:00:10 0000	Book 177 of 184	rcp->rc_backup_app++;	re
)			_
	ent_dirtop);	free(rcp->rc_client_dirtop);		while (rcp->currentPIptr = rcp->piList)	while (
	lient_dirtop)	if (NULL != rcp->rc_client_dirtop)		packin ann = 0:	777
nt_scriptname); */	/* don't free, its internal: free(rop->rc_client_scripthame); "/	/* don't free, 1		* Pree the plugin related data */	* Pree
	lient_scriptname)	if (NULL != rcp->rc_client_scriptname)	ist, EBVL_DESTROY_ALL);	<pre>(void)ebvl_volidlist_destructor(rcp->ebv1list, EBVI_DESTROY_ALL);</pre>	
	ent_hostname);	free(rcp->rc_client_hostname);		<pre>if (NULL != rcp->ebvllist) {</pre>	if (NUL
	lient_hostname)	if (NULL != rcp->rc_client_hostname)		* Free the volume list structures. */	* FYe6
	ent_rbuname);	free(rcp->rc_client_rbuname);			•
	lient_rbuname)	<pre>if (NULL != rcp->rc_client_rbuname) {</pre>		free(rcp->rc_dsnones);	- fr
ccive_uidname); */	/* don't free, its internal: tree(rcp->rc_effective_uidname); */	/* don't free, i		if (NULL != rcp->rc_dsnones)	if (NUL
	ffective_uidname)	<pre>if (NULL != rcp->rc_effective_uidname) (</pre>		* we can do a free here.	* we c
	an_uidhame);	<pre>free(rcp->rc_human_uidname); }</pre>	of linked list ated via malloc vs()), therefore	* Note that even though rc_dsnones is the head of linked list of fisnone_info structures, the list is allocated via malloc as as a sraw initially (ref. alloc plane arrays()), therefore	* Note
	uman_uidname)	<pre>if (NULL != rcp->rc_human_uidname)</pre>		Free the DS NONE structures array	· Proc
	kitem_name);	<pre>free(rcp->rc_workitem_name); }</pre>		rbc_freeconfig(rcp->rc_config);) , H
	orkitem_name)	if (NULL != rcp->rc_workitem_name)		if (NULL != rcp->rc_config)	if (NUI
	D.Toro G. Lincollo	TIESTING CONTRACTOR CO			#endif
		(Section - 200 - 201		free(rcp->rc_cfgname);	b
	emplate name)	if (NHI) != rco->rc template name		#if (NULL != rcp->rc_cfgname)	if (NUI
	free(rcp->rc_top_level_object_name);	free(rcp->rc_top			*
	op_leve1_object_name)	if (NULL != rcp->rc_top_level_object_name)		* Free the configuration structures	/* Free
	* Free the various simple string buffers */	* Free the various s		free(rcp->rc_nmarks_by_plane);	, Fr
				<pre>if (NULL != rcp->rc_nmarks_by_plane)</pre>	on) 31
) dlclose(rcp-> currentPIptr-> libHdl); rcp->plidst = rcp->plidst->next; free (rcp->currentPIptr);	dlclose(rcp-> currentPIp rcp->piList = rcp->piList free (rcp->currentPIptr);		rcp->rc_marks[mc_n] = NULL;	· ·
rcp-> currentPIptr-> idData))-> name);	rcp-> currentPIp	1		free(rcp->rc_marks[mc_n]);	
ore plug-in library %s\n",	roll err. "RSTPI_Finish failed for restore plug-in library "Ringirinders *!!	"RSTPI] "RSTPI] TOTILE	C) MC_1144)	(if (NULL != v; mc_1 < kcp->rc_marks[mc_n]) (f (NULL != rcp->rc_marks[mc_n])	- 10
	ontinue */	/* log error, continue */			
IndexFinish) (rcp)))	<pre>CED-Papplata = rCD-PourrentElptr-Papplates // allow Dight to clean up and close .so: // if (E_SUCCESS := (err =) if (E_SUCCESS := (err =) if (E_SUCCESS := (err =));</pre>	rcp->appuata = : /* allow plugin if (E_SUCCESS rcp-> curr		* Free the mark bit map space	, Fre

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II (NULL == (pildcaPCT->iiDHG1 = dlopen(shlib_path, RTLD_NOW)))	Logic/pseudo code:
strcpy(&shlib_path(shlib_dirlen), direntp->d_name);	Returns: E_SUCCESS or EP_RB_RECOVER_XXX
<pre>if (NULL == strstr(direntp->d_name, ".so")) continue; /* skip this guy */</pre>	Outputs:
break; /* fall thru to cleanup */	Inputs: (I) - Pointer to restore context
{	Parameters:
'if (NULL = pibacaPtr) (/* allocate mext pingin data structure */ if (NULL == pibAtaPtr	mandatory functions. The MSTPL_Identity function is called for each ilbrary to determine which octional features are supported, and that the corresponding functions are present: Finally, the MSTPL_Initialize function is called for each valid library.
<pre>/* loop thru entries in directory*/ while (NULL := (directo = readdir(dirp))) {</pre>	Plus limition includes, Opens, Vanadocka und includent la plug-in (shared) libraries. They must be located in so files in that (usr/apoch/EB/cure_plugin (eb_cure_plugin_dir). All los files in that directory are opened and "validates for version" and presence of all
<pre>stropy(shihip.path, ob_oure.plugin_dir); stropt(shihip.path, '"); stropt(shihip.path); shihip_dirlen = strlen (shihip.path);</pre>	Function Description:
	/*************************************
return EP_RB_RECOVER_NO_PLUGINS; /* later do this */	#ELANG
return E_SUCCESS; /* allow continuation w/o plugins */	return(err); /* RSTSL_Finish */
rec_ap1_log_csm(SUB_CSM_PLUGIN_ERR, NULL);	
<pre>/* open plugin directory or bust */ if (NULL == (dirp = opendir(eb_cure_plugin_dir)))</pre>	free(rcp); rcp = NULL;
uct pluginIDd r	* Finally, deallocate the restore_context itself
struct pluginData *pilAutaPtr = NULL; struct pluginData *piListPtr = NULL; int val_result;	free(rcg->rc_pwd);
DIR *dirp; struct dirent *direntp; eerrno_ty	if (NULL i= rcp->rc_pwd)
<pre>static eerrno_ty init_plugins(restore_context *rcp) {</pre>	<pre>free(rcp->rc_plugin_wi_types); }</pre>
	if (NULL != rcp->rc_plugin_wi_types) */
add workitem types to composite exclusion list add to velid plugin list close plugin dir	/* don't free, its internal: free(rcp->rc_spiogen_executable); */ *
fetch all indicated optional function addrs call Initialize function	<pre>if (NULL != rcp->rc_cplogen_executable) * </pre>
call Identify function validate version number	rree(rcp->rc_source_cilent_nostname);
continue	11 (NULL 1= ECD->EC_SOURCE_CITETIC_HOSCHAIME)
open shared intraty that terms contained, on errors below; on errors below;	}
while read_next_entry succeeds verify so file (else continue)	/* don't free its internal/temp data; free(rcp->rc_cmd_context); */ */
open plugin dir	if (NULL != rcp->rc_cmd_context)
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ss: piPuncArray in piDataPtr is loaded with pointers to plugin functions	* Outputs: * piFuncArray in piDataPtr is lo	dtem types to com	/* add wox
Pointer to plugin data structure with libHdl set	* Inputs: * piDataPtr (I) - Pointer to p	plidstPtr = piDdstPtr; /* link from prev */ plidstPtr = piDdstPtr; /* new end of list */ plDetaPtr = NULL;	ָס' מַי
	* Parameters:	/* first in list */	e_
and fits then coaris the immitty functions once verifies are optional functions. Specific error values are on version mismatch and missing optional functions.	 version, and finds its optional functions. Specific error v returned on version mismatch and missing optional functions 	/* add piDataPtr to valid plugin list */ if (NULL == piLisePtr). if valid= spilisetr;	/* add pil
This function retrieves the addresses of the mandatory piggin functions and stores them in the function pointer array. If any function is missing it returns -1.**	* This function retrieves the address * and stores them in the function poi * it returns -1.	plBugin's appData */ plBugater->appData = rcp->appData; rcp->appData = NULL;	/* save pi
	* Function Description:		_
	* validate_plugin	status = E_SUCCESS; /* this was't fatal */ status = E_SUCCESS; /* on any error, skip this lib */	
苏拉玛斯斯拉马马特特洛马特特洛马马特特尔马马西西西亚亚马西西西	**************************************	diclose(piDataPtr->libHdl); /* close .so on errors */	
	return status;	<pre>rbe_user_error(status, rRSTPI_Initialize failed for restore plug-in library %s\n", direntp-od_name);</pre>	
	-	if (E_SUCCESS != status)	~ #
<pre>piDataPtr->piRuncArray(PIFuncIndexFinish](rcp); diclose(piDataPtr->libid1); piListPtr = piDataPtr->next; free (piDataPtr);</pre>	piDataPtr->piFuncArray(PIFun diclose(piDataPtr->libHdl) piiistPtr = piDataPtr->next free (piDataPtr);	<pre>/* let DC plug-in do its initialization */ rcp-sapphate = NULL;</pre>	/* let DC
CCESS != status) ccess != status) ccess != status) ccess != status ccess !	<pre>if (E_SUCCESS != status) (/* Free contents of pluin list: */ wile (MULL != (plustaPet = pliastPet)) (*allow plugin to clean up and close</pre>	diclose(piDataPtr->libHdl); /* close .so on errors */ piDataPtr->libHdl = NULL; continue; /* on any error, skip this lib */	~-
	<pre>/* free up leftovers: */ if (NULL != piDataPtr) free (piDataPtr);</pre>	<pre>rbe_user_error(val_result, RSTPT_Identify failed for restore plug-in library %s\n", direntp->d_name);</pre>	.5
	(void)closedir(dirp);	01se	
	÷	direncp->d_name);	
<pre>tmp_types(rep->rc_num_plugin_wi_types) = 0; rep->rc_plugin_wi_types = tmp_types;</pre>	<pre>tmp_types(rcp->rc_num_plus rcp->rc_plugin_wi_types =</pre>	rbe_user_error(0, "Validation failed for restore plug-in library "% alidation failed for restore plug-in library	
idDataPtr->num_types); idDataPtr->num_types); rcp->rc num plugin wi types += idDataPtr->num types;	idDataPtr -> idDataPtr ->	else if (val_result < 0)	
memcpy(tmp_types + rcp->rc_num_plugin_wi_types,	memcpy(tmp_types +	Functions missing from restore plug-in library %s: %s\n", direntp->d_name, dierror());	,
<pre>rcp->rc_num_plugin_wi_types); free(rcp->rc_plugin_wi_types);</pre>	rcp->rc- free(rcp->rc-	(rbe_user_error(0,	
<pre>tmp_types, rcp->rc_plugin_wi_types,</pre>	memcpy(tmp_types,	if (val_result == -1 val_result == -4)	
<pre>if (NULL != rcp->rc_plugin_wi_types) { /* move old list to new buffer and free old list */</pre>	if (NULL != rcp->:	if (0 := (val_result = validate_plugin(piDataPtr)))	L.
O CHOCO A DIV CHANDER?	break;	Fetch addresses of all mandatory functions and */ Do Identify processing: call it, save options, validate */	/* Fetch /* Do Ide
The property Nowak. The property of the prope	if (NULL == tmp_types)	commune / over mind one /	
tmp_types = calloc(1, 1 + idDataPtr->num_types	tmp_types = callo	openi	
<pre>idDataPtr = (struct pluginIDdata *)piiistPtr->idData; if (idDataPtr->num_types > 0)</pre>	<pre>idDataPtr = (struct pluginIDd if (idDataPtr->num_types > 0)</pre>	rbe_user_error(0,	
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